



# SEGA

# SATURN

**SEGA**  
No.1 FOR  
SATURN

ISSUE 17 £2.75  
MARCH 1997

M A G A Z I N E



## SOVIET STRIKE

Reviewed Inside -  
EA's Blockbuster  
Shooter Finally  
Hits Saturn!

## SCUD RACE

Witness the  
Power of the  
Amazing New  
AM2 Daytona  
Sequel!

## HEXEN

The Best PC  
Conversion  
Yet? Read  
the First  
Review!



**EXCLUSIVE!**

## MANX TT

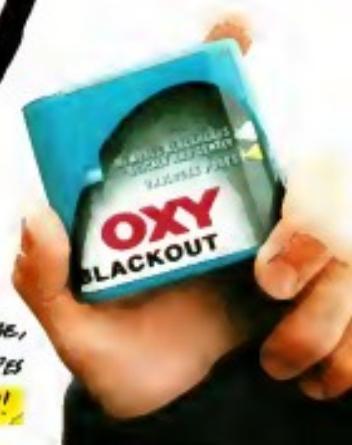
HAS THE MIGHTY SEGA RALLY  
FINALLY MET ITS MATCH?

**RESIDENT EVIL! COMING TO SATURN - OFFICIAL!**

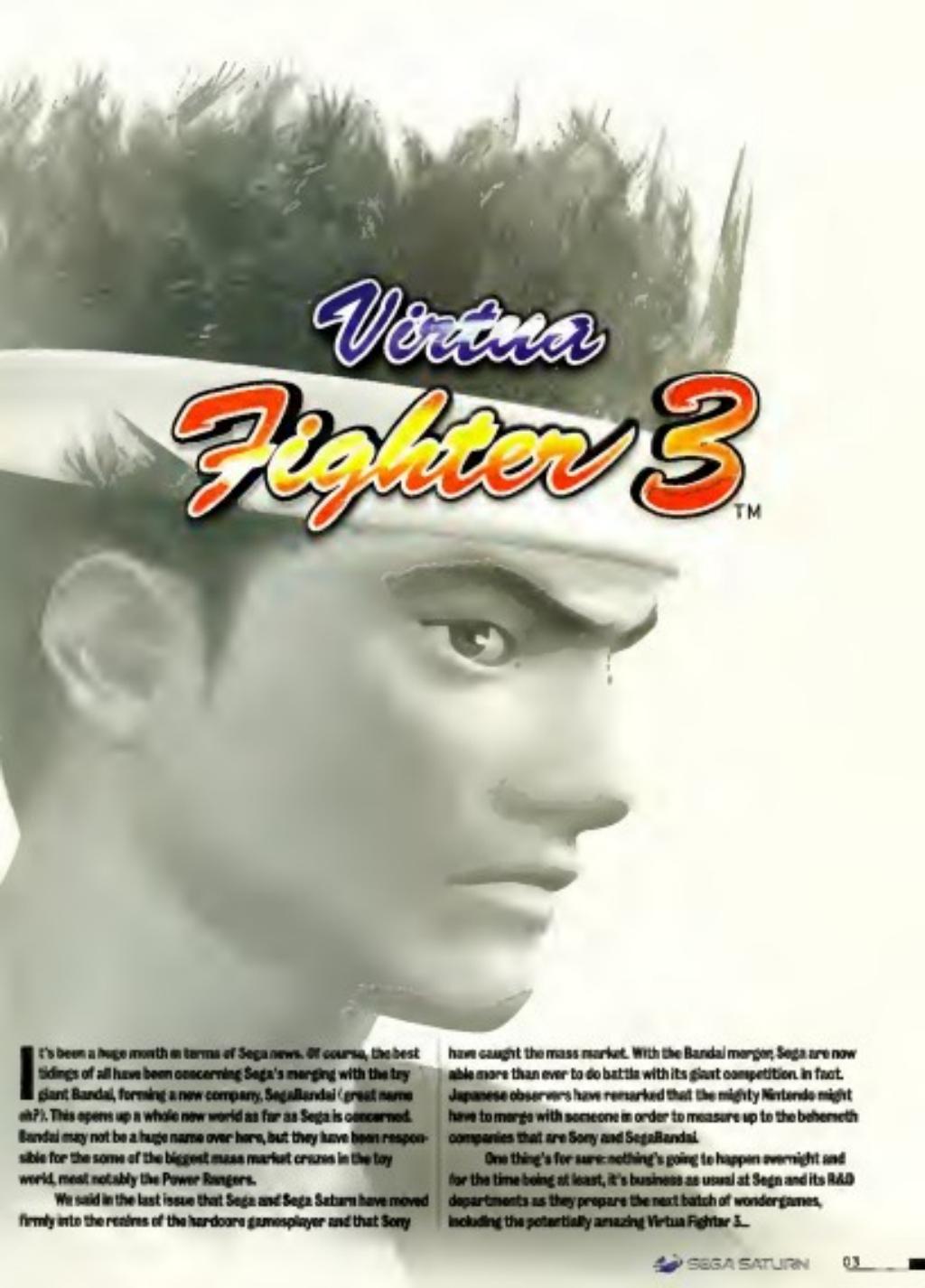


## THE BLACKHEADS

# OUT NOW ON TAPE.



IF YOU'RE SERIOUSLY INTO BLACKHEADS, AND YOU'D RATHER NOT BE,  
CHECK OUT NEW **OXY BLACKOUT**. IT HAS SPECIAL STICKY TAPES  
THAT **LIFT OUT BLACKHEADS GENTLY**. **BLACKHEADS? OXYCUTE 'EM!**



# Virtua Fighter 3™

**I**t's been a huge month in terms of Sega news. Of course, the best tidings of all have been concerning Sega's merging with the tiny giant Bandai, forming a new company, Segabandai (great name eh?). This opens up a whole new world as far as Sega is concerned. Bandai may not be a huge name over here, but they have been responsible for some of the biggest mass market crazes in the toy world, most notably the Power Rangers.

We said in the last issue that Sega and Sega Saturn have moved firmly into the realms of the hardcore gamesplayer and that Sony

have caught the mass market. With the Bandai merger, Sega are now able more than ever to do battle with its giant competition. In fact, Japanese observers have remarked that the mighty Nintendo might have to merge with someone in order to measure up to the behemoth companies that are Sony and Segabandai.

One thing's for sure: nothing's going to happen overnight and for the time being at least, it's business as usual at Sega and its R&D departments as they prepare the next batch of wondergames, including the potentially amazing Virtua Fighter 3...



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and painless,  
and you could...  
win a car!"  
Mark Target

**SEGA SATURN MAGAZINE USE**

**DOLBY SURROUND**

**TD TEST ALL SOFTWARE**

## COVER STORY

### 14 MANX TT SUPERBIKE

Last month we described this as "the game that everyone's been waiting for, but no one's seen". And at that time it was true. Only now some have seen it. And he's the editor of SEGA SATURN MAGAZINE. Check out his report this issue and prepare to be pleasantly surprised!



## GOIN'-OPERATED

### 92 SCUD RACE

AMG's latest arcade game is the much-waited Scud Race, previously known as Super Car. Check out our excellent coverage of this awesome game. Marvel at the graphics and swoon at the rendered art.



## SHOWCASES

### 34 SOVIET STRIKE

Electronic Arts finally reveal the completed Sega Saturn version of their eagerly awaited title, Soviet Strike. And guess what? Not only is it very good, it's actually better than the PlayStation original. A fact we often like to tell people about. When it's true. Still, for a full run-down on this potentially awesome game, read this!

### 40 HEXEN

Quake to Doom was shit. There's no other way to describe it. Well, GT have gone some way to redeeming themselves with Hexen - it's virtually identical to the PC original and it's actually pretty fast for a change! Cool stuff and more is revealed in the showcase.

### 46 DIE HARD ARCADE

This side-scrolling fighting game is another near-battleless AMG arcade-to-Saturn translation and right here is where you're going to find a comprehensive moves list and in-depth look at this most entertaining game...

### 50 FIGHTERS MEGAMIX

Well the actual European release of this game is still what is known as "up in the air" but SEGA SATURN MAGAZINE continues the coverage regardless. Why? Because it's only one of the best Saturn games in existence. Shame it doesn't exist in the UK yet, though...

## FEATURE

### 56 MARVEL MAYHEM!

With not one but TWO Marvel Comics derived games arriving on Saturn this year, SEGA SATURN MAGAZINE previews Marvel Super Heroes and X-Men Versus Street Fighter, plus give you a potted history of the Marvel empire and some of their greatest moments to date.

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# NEWS

# IT'S OFFICIAL LOBOTOMY TO PRODUCE DUKE NUKEM 3D!

**O**ne of the most eagerly awaited Sega Saturn titles of the year must be the conversion of 3D Realms super-impressive first person perspective 3D shooter, Duke Nukem 3D. Now the excitement reaches fever pitch as it is announced that Lobotomy Software are producing the Saturn version!

If you don't know who Lobotomy are, shame on you! They are the immensely talented bunch of guys behind the greatest Saturn first person 3D blaster around. Extravagantly graphically, these guys can do things with the Saturn that'll make your head spin. We're talking super smooth frame rates, light-speeding... the whole nine yards. In fact, as far as their genius goes, check out the incredible Enhanced Masters Guide found on page 80.

Just before the mag went to press GF Interactive told us the news and SEGA SATURN MAGAZINE has unearthed some more details. Firstly full-on link-up modes are being promised that means NetLink action for sure, and quite possibly link-up cable stuff too. This is excellent news. Duke Match on PC is one of the best multi-player experiences you can get.

But at the moment, work is at very early stages over at Lobotomy. The guys are dissecting the PC version to see what makes it tick, and they're also in the stages of upgrading the already awesome Enhanced engine. From the look of Enhanced it looks like Lobotomy already have the technology to make a truly memorable conversion of Duke Nukem 3D and in a recent interview with SEGA SATURN MAGAZINE, Lobotomy's Eric Dresbach said: "The main problem with porting these games [Duke Nukem and Quake] is that currently they work on engines that are not ideal for the Saturn. The temptation when doing the port is to try to make the existing engine run on the Saturn. The result will probably not run as fast as is possible."

Well, with Lobotomy on the case already with a Saturn specific engine in the game we should be looking forward to a conversion of on the very highest quality. And if you think that Enhanced pushed the Saturn to its limits, think again. Eric Dresbach also said: "The engine could probably be made about 20% faster just with general tightening and more assembly. Also, one of my co-workers came up with a way to do more realistic dynamic lighting."

SEGA SATURN MAGAZINE couldn't have recommended the Duke conversion job to any other company. Lobotomy will ensure that this game is incredible! Rest assured, we will be following up this story just as soon as we can.

The first SATURN MAG produced in 1997 and you guessed it, it's a good one. There could have been no better cover than Maxx TT (which has actually turned out really well) and contents wise, the mag is packed to bursting with great games and the best tips. We're particularly proud of the Enhanced Masters' Guide (just watch it get tipped off by our pathetic competition!) So another issue, another journalistic triumph eh? On a sad note, this month sees the publication of the last issue of our sister magazine, Mean Machines Sega. It's a bit tragic to see it go, especially as I helped launch it all those years ago, and it was also my first editorship. But on the plus side, their passing should mean more readers and more power for STAFF! Also, the MM team will be merging with us to make this mag even more supreme, which can't fail. And remember: NO SSM, NO MMCTY!

Richard Leadbetter, Editor



Coolness (above) shows that Lobotomy can easily convert Duke

# THE MOST REALISTIC SATURN GAME YET?

**T**ough it may not look it from these screen shots, GT Interactive's new offering is set to be one of the most intriguing blends of arcade and adventure gameplay yet seen on the Saturn.

It's called Abe's Oddysee (top) and has been developed by Oddworld Inhabitants, a team of programmers set up in 1994 by two veterans of the computer special effects industry, Sherry McKenna and Lone Lanning.

Abe's Oddysee looks similar to such cult-classics as Flashback and Another World, but Oddworld are promising a much greater depth of gameplay. In the game, we leave Abe to complete a har-picked quest which will establish his right to the leadership of his people. Once he's done that he has to single-handedly take on a sinister corporation which is threatening to grind his people into have-nots.

All this is played out what GT are describing as "a unique combination of gaming and storytelling... that uses 'the world's most advanced 3D production techniques'." Apparently, Abe's Oddysee isn't so much a game as "a story dwelling experience".

The "Story Dwelling" bit is actually a sort of game design philosophy that Oddworld have concocted, and it affects several aspects of the game. One part of the Story Dwelling code observes the player's movements and actions and somehow uses them to determine his or her state of mind. It then changes the mood of Abe to reflect that state of mind, making him act and look as if he is exhausted, frustrated, scared, pleased or whatever in its turn. Abe's state of mind has an effect on how other characters react.

When they meet him and of course that all this is meant to make you feel more like you're actually in Abe's shoes rather than simply controlling the usual zombie puppet.

Story Dwelling also involves teaching the player the language of the alien world he's running around in. This manifests itself in a process of learning control combinations which elicit verbal responses from the characters. The characters are all programmed to behave intelligently responding not just to events but to nearby sounds, such as weapons fire and in some cases, even the smell of Abe is enough to lure them into action.

In an effort to make the gameplay seem as unscripted as possible, Oddworld have made the game completely non-linear with numerous solutions to problems, thus catering for lateral thinkers. There are even several paths to the game's conclusion, some of which hinge on major ethical decisions embedded in the action.

All this sounds very promising, but is this going to be one of those games where all the high falutin' ideas get in the way of the entertainment? GT have very high hopes that when Abe's Oddysee is released in the autumn it will establish itself as a groundbreaking game. We look forward to seeing more on the game in the very near future, and when we see it, so will you.



Apparently this is going to be a really hot game...



## STAR WARS IS BACK

Okay, so this really doesn't have that much relevance to the world of Saturn gaming, but you just can't avoid the fact that Star Wars is returning in other screens 20 years after its cinematic debut. As you've probably heard by now, George Lucas has commissioned an all-new digital surround soundtrack and visual special effects for all three films that comprise the Star Wars Trilogy.



The custodians truly begin on March 24th as Star Wars: A New Hope is released. Lucasfilm's elite special effects group Industrial Light and Magic have worked overtime to produce more state-of-the-art special effects, including what looks like a complete reworking of the planet Tatooine (there's a lot more going on in Mos Eisley Space Port) and a superior computer rendered assault on the Death Star at the film's end. Also included in Star Wars is the much-vaunted Jabba scene, where the notorious space docker confronts Han Solo in front of the Millennium Falcon in Banking Bay 14, assisted by Boba Fett (who didn't turn up until The Empire Strikes Back in the original trilogy).

Lucasfilm have revealed little about the improvements they've made in Empire Strikes Back and Return of the Jedi, but it shouldn't take too long find out (and just how can they improve on the originals' special effects?). The films are being released at two week intervals, \$50 staff members will be at each and every opening night... unless we can bag free preview seats.



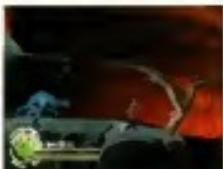


# WILD NINES

**NEWS  
SPECIAL  
REPORT**

**A**fter the less than impressive Saturn outing that was Earthworm Jim 2, Shiny Entertainment have been a little quiet to say the least. However, the good news is that Steve Perry's California-based development team have been busy cooking up all manner of goodies due to be unveiled in '99. On the PC side there's the innovative 3D adventure, WAKI (which may appear on Saturn) but it's the silly smoothness of their forthcoming title Wild Nines that has us drooling with anticipation.

Shiny have gone back to their roots with this colourful platformer, though it features the same standard of animation and tongue-in-cheek humour that made the C64 games such big hits. The leap to Saturn has obviously enabled the Wild Nines development team to tinker with some nifty next generation hardware. The results of which were initially unveiled to SEGA SATURN MAGAZINE at last year's ECTS. The wacky world of Wild Nines features polygon characters based on detailed hand drawn sketches which are then placed into a variety of convincing 3D worlds. Players attempt to run, blast and dodge their way through each stage before taking on a number of tricky bosses. While this style of gameplay may be nothing new, Shiny are confident that their space-based platformer will be something rather special.



The 3D is spectacular, as you can see!

Wild Nines is being developed on Saturn first.



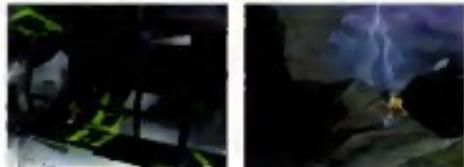
## WHAT'S THE STORY?

Wild Nines follows the misadventures of a reluctant hero by the name of Wex. The year is 2030 and the World Asymptotic Space Alliance (WASA) has had Earth in conquering all nine planets in the known solar system. WASA's chief exploratory astronomer, Major John Major, has been chosen to take the family composed of his wife Jane and their teenage son Wex, on a 25 year fact-finding mission in search of life beyond the Milky Way. When the Major vessel had reached the end of the galaxy, they were hurtled into an unknown world. Without warning, their ship came under brutal attack by what appeared to be an advanced alien creature. Major John Major, Major, Major pushed Wex into a capsule and then left the system. Captain Wex still away screaming. WEX, the invincible Major's son, had failed to escape so he went after him. The rest of his life...

Landing on an alien planet within the sprawling Asymptotic Cluster, Wex soon discovers an extraordinary metallic glow called 'The Light'. Strapping the device on enables Wex to tap into a seemingly unlimited power source capable of producing devastating energy blasts! If this wasn't impressive enough our unlikely hero is shielded to discover that there is a small creature living in the wasteland a bizarre but courageous called Elorus (that's a short 'll' by the way). Wex soon learns, growing further eight orphaned teenagers and they band together to take on the scourge of all their troubles. The invincible Kari and his evil organisation, Domination Kari can be best described as an enormous 306 year old face (measuring the size of two football fields) mounted on the ceiling of his palace headquarters, on the outer perimeter of the Cluster. Cybernetically connected to Kari is a monstrous gun known as the Zero Cannon, which is shooting everything within a 50 mile radius of the palace.



Shiny's animation reaches new heights in the phenomenal looking Wild Nines!





**SHINY: Waaah! What's going on here then?**



**SHINY: Waaah!**

### SHINY HAPPY PEOPLE

If this all sounds slightly weird than you'd be right. After all, any video game company that manages to make cows and sheep seem cool (EIDOS' *Baloo*) has to have a few screws loose. Shiny are promising Saturn owners a truly unique title with *Wild Nines* scheduled for a September 4th release. Currently the game boasts 24 detailed characters at least so levels of mayhem and containing one of the most interesting video game storylines of the year. However the game's most intriguing feature has to be the debut of "The Egg". Shiny describe the device as a blaster to energy to Master Emulator" that takes the characteristics of an object and then uses an energy beam to force these same characteristics onto the target. Give Perry elaborate: If a bowling ball is fed into the Egg, the energy beam then fired would cause the target (enemy soldier) to swell into a spherical shape and become rigid a giant bowling ball. It can then be pushed, rolling over other enemies or even through brick walls. The effect of the beam however only lasts 10 seconds.

It Wild Nines actually lives up to its own hype then Saturn owners in desperate need of an original 3D platforming fix should have something to smile about. *Wild Nines*, September.



Shiny always put a great deal of effort into their developmental sketches and character work-ups, and some of the fruits of their labour can be seen dotted around this Special Report. The best is that with its innovative style and absolutely non-traditional visuals, Shiny are in another winner with their first true 3D product!



## MARS ATTACKS!

*It's your last chance to see Mars Attacks... Blaster to the orbital Mass destruction of earth and lowered civilians being blasted into oblivion*

Thankfully most of the ingredients of the orbited life trading cards on which *MARS ATTACKS* has been based have remained intact in the sprawling comic adaptation by Director Tim Burton due to open in cinemas across the UK from 20th February. The satirically gory looking alien race (below) are inciting of the technical wizards at Industrial Light & Magic supported by an all-star cast including Jack Palance as the president (with Glenn Close in the first lady), Annette Bening, Harvey Keitel and Michael J Fox amongst others. Interestingly, Pierce Brosnan and Sarah Jessica Parker made some excellent laughs when they became the result of the aliens' human experiments including a dog on board was of the ILL's. Mr. and Mrs. Jones (i.e., Tom Jones). Whereas a lot of people may have been disappointed by the "Comedy & More" aspect of the recent *EMPIRE OF THE SUN*, this is, undoubtedly, what *MARS ATTACKS* is all about and if we've ever rated *Fox*, which we don't of course, it would almost certainly get a Fox. (this of Fox).



### MARS ATTACKS!



*A remake of the classic "Devil-Dropping a Dog" tableau card by Carl Barks for *Fox*.*



# STREET FIGHTER II HISTORY IN THE MAKING

Following on from our fantastically-timed Street Fighter II revelation of a couple of issues back, we've got another amazing piece of news for SFII fans. After many a month of rumour and speculation, Capcom sources have finally confirmed that there WILL be a Street Fighter II compilation disc for the Saturn and it should be appearing on the shelves this summer!

Of the five Street Fighter II games – that's Street Fighter II, SFII Championship Edition, SFII Turbo Edition, Super Street Fighter II and Super Street Fighter II X – only three will appear on the disc, and as yet Capcom haven't confirmed which they will be.

So now there's yet more rumour and speculation surrounding the game. It has been mooted that Capcom will release two discs. The first would feature the three most recent Street Fighter titles, Turbo, Super and Super SFII X. The second would be a 'Street Fighter Classics' disc containing the original SFII and SFII Championship Edition, and perhaps a conversion of the original Street Fighter game for the sake of completeness and historical verity. Another strategy could be to put the first three games on one disc, then have the two 'Super' installments in the series appearing on the second. Could either of these scenarios be true? Only Capcom themselves know and they're not saying anything just yet! Whatever the contents of the disc(s), one thing we can be fairly sure of is that the conversions will be flawless, without the characters, backgrounds, moves and animations of the original arcade games.

More news soon, closer to the discs summer release.



Arcade Super Street Fighter II Turbo: will this feature in the Capcom pack?



The old Street Fighters are really coming to Saturn. Tell them for a storm of cheers!

## SEGA MERGE WITH BANDAI SHOCKER!

On January 1st, it was announced that games giant Sega Enterprises Ltd. – and Japan's number one toy manufacturer Bandai Co Ltd. will cease to exist. But before we get thousands of Saturn owners and Power Ranger fans alike calling us on the phone, they're not disappearing into oblivion, but are merging together to form a multi-media entertainment conglomerate of massive proportions. Bandai will be the dissolving company merging into Sega and bringing with them their vast knowledge on character merchandising, visual and music technologies.

As of October 1999, the newly formed company will be named Segabandai Ltd. and will strive to strengthen their position in the global entertainment market by combining the two companies marketing resources. In theory each company should benefit from the other's strong points. For example, Sega's main customers are in about the late teens-early 20s category, while Bandai's are much younger. The merger of the two will give each access to a larger group of customers with each benefiting from the others marketing strategies, reaching more Saturns to more people. The new company will be divided into three distinct areas, game machines, multimedia networking and toys with annual sales of the newly formed company expected to exceed 600 Billion Yen, which translates to about a billion-and-a-half Pounds Sterling.

How will this affect you the Saturn owner though? Well, to be honest it won't in the short term. Until now Bandai has enjoyed a clear alliance with Nintendo but for obvious reasons this is now set to change. What this means is exclusive Saturn-only Saturn titles, aside from this and some management restructuring little has changed to affect the Saturn owner despite ignorant ranting to the contrary in lesser publications. To be honest, as long as Sega have the world's best programmers in the AM departments, who gives a toss what they call themselves, as long as it's not Sega Del or Ren Sega.

# BLOCKBUSTER CHARTS

## TOP TEN VIDEOD GAMES

- 1 TOMB RAIDER
- 2 DESTRUCTION DERBY
- 3 ALIEN TRILOGY
- 4 WORLDWIDE SOCCER '97
- 5 NIGHTS
- 6 EXHUMED
- 7 TITAN WARS
- 8 STREET FIGHTER ALPHA
- 9 WIPEOUT
- 10 BATTLE ARENA TOSHINDEN



## TOP TEN RENTAL VIDEOS

- 1 MISSION IMPOSSIBLE
- 2 THE ROCK
- 3 FROM DUSK TILL DAWN
- 4 COPYCAT
- 5 EXECUTIVE DECISION
- 6 TWELVE MONKEYS
- 7 HACKERS
- 8 THE JURD
- 9 SCREAMERS
- 10 KING PIN



## TOP TEN RETAIL VIDEOS

- 1 ALADDIN – KING OF THIEVES
- 2 TOY STORY
- 3 101 DALMATIONS
- 4 HEAT
- 5 BABE
- 6 SEVEN
- 7 TRAINSPOTTING
- 8 GOLDENEYE
- 9 BRAVEHEART
- 10 LORD OF THE DANCE



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**HMV CHARTS**

Week ending November 20th



Send us your top ten games and you could be mentioned in this small but significant space next month. You also get a game for your trouble! How lovely! Send 'em in to READER CHARTS, SEGA SATURN MAGAZINE, PHASER COURT, 36-37 HARRINGTON LANE, LONDON, SE1A 5AB. Richard Lyons from Southampton... & a copy of *Christmas NIGHTS* is heading your way!

HMV CHARTS		SATURN MAGAZINE CHARTS		READER CHARTS	
1	Sega Ages	1	Fighters MegaMix	1	NIGHTS
2	Tomb Raider	2	Max TT Superbike	2	Virtua Cop 2
3	Virtua Cop 2	3	Soviet Strike	3	Street Fighter Alpha 2
4	Command & Conquer	4	Raven	4	Sega Rally
5	Worldwide Soccer '97	5	Exhusted	5	X-Men: COTW
6	Street Fighter Alpha 2	6	Tomb Raider	6	Worms
7	Doom	7	Die Hard Arcade	7	Loaded
8	Athlete Kings	8	Virtua Fighter 2	8	Virtua Fighter 2
9	Sega Rally	9	Street Fighter Alpha 2	9	Tomb Raider
10	Madden NFL '97	10	Die Hard Trilogy	10	Street Racer

**RESIDENT EVIL CONFIRMED!**

After months of speculation Capcom of Japan have finally confirmed that last year's PlayStation smash-hit *Resident Evil* is in development for the Saturn. Not content with just converting their 3D arcade beat 'em up, *Resident Evil* as it will be known over here is scheduled for release sometime in the summer. No other information or screenshots have been released at this time but speculation is rife as to what form the Saturn version will take.

It is likely that the Saturn version will follow much the same plot as the original PS Resident Evil but with the bugs and mutations taken out, including some of the more awkward camera angles. As far as we know there are no new characters planned but the combat system may be different. In the PS version you could change the costume of the characters on completion of the game. It is rumoured that in the Saturn version there will be a wider range of costumes which are selectable from the beginning. This is a good possibility as there's little point for Capcom to include secrets from the PlayStation version that everyone knows about. No new mutations are planned either but they will be redesigned to bring the polygon count down to a more manageable level.

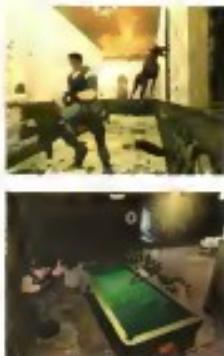
Those people who haven't seen *Resident Evil* will no doubt be wondering what all the fuss is about. Well it caused a huge stir last year when it was released on the PS and was a massive commercial success. Obviously Capcom will be hoping for similar success with the new version. The game has been described as a survival horror and it's not hard to see why. It follows the exploits of the two main characters, Jill Valentine and Chris Redfield who are both members of the S.T.A.R.S. (Special Tactics and Rescue Services) Alpha team. They have been called to investigate a series of grisly murders at a place known as Raccoon City. The gameplay is similar in essence to *Above the Dark* but far grittier requiring a great deal of exploration and muzzle aiming. But the gore factor was clearly the most popular aspect of *Resident Evil* still the Saturn version is due in Spring in Japan so we should have some angry Saturn shots next issue.

**YOU HAVE BEEN JUDGED!**

Staying high on the amazing success of *Tomb Raider*, Core's new project is a 3D shooting beat 'em up going by the provisional title of *Judgment Force*. It's being developed by the people responsible for *Thunderhawk 2* and bears obvious similarities to the classic *Mega Drive Streets of Rage*. In fact we believe the game was actually intended to be a 3D game, however when Core showed an interest in making this a multi-format game the idea was dropped. However the Saturn version is quite a way ahead of the PS version and should be out in September.

The game itself is not dissimilar to Sega's own *Die Hard Arcade* but even at this early stage shows signs of surpassing it with a much greater freedom of movement. The player is free to run around the 3D levels (of which there are planned) each with multiple routes leading up the bodies of *Resident Evil*'s style gangsters. Currently only one level is playable but already it pretty looks incredible. There are four characters to choose from each with their own fighting style and around 40 to 50 moves. Only one of these characters was playable in the early version we played, Hawk, but had a good variety of moves including a head butt and a now-famous kick which has a cool light trail following the foot. Weapons can also be used and are littered about the ground for you to retrieve. There is also a bit of bloodshed when beating up the gangsters which looks excellent unless you live in Germany where of course it will be green. Core are also planning to have a lot of interaction with the environment in much the same way as *In Virtua*. Already you can smash people through glass elevators like in *Raven's* stage of *Kighting Vipers* and in the finished version you'll be able to do a lot more damage too.

We're predicting that this game is going to be big this summer, so you can guarantee that we'll be following it very closely until then...



On Ward Arcade with more characters and more freedom to play





**Area 51 does not exist.**

And if you're smart, you'll stop asking questions.

This is not a game. This is a warning.

**AREA** 51

You can't win but you can stop it now.

The Stealth Hit-Arcade game that shows you what your government won't.

**MIDWAY**



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# MANX TT

*SuperBike*



**I**t's a scientific fact that nothing can match the power of Sega's own AM arcade divisions. We've already had the Virtua Fighter series and Sega Rally Challenge, and now from the same stable we finally have the long awaited Manx TT Superbike. RICH LEADBETTER reports.



I've been with the wait. That was the first thought that went through my brain as soon as I sat down for my first playthrough with the much anticipated Manx TT Superbike. And I must admit to being just a bit resupited.

Right from the very beginning, there seems to have been doubts about the potential of a Sega Saturn Manx TT conversion. Most of all there seemed to be little intelligence to be gleaned from the Japanese programmers and development staff at Sega. And then when there finally was an official announcement, still nobody knew who was responsible for porting the game across from Model A onto Saturn. Then

there were all the high speculations of 60 frames per second rendering, which proved to be totally unfounded. After that it became apparent that Manx TT Saturn was being coded by Thrashin - an Australian based programming team best known perhaps for converting PlayStation titles to Saturn in varying degrees of success. To cap it all off, nobody outside of Sega actually got to see the game, which is a surefire indicator to grizzled, battle-worn journos such as myself that maybe the product "ain't all that". Re-enter Sega of Japan. Key development personnel were dispatched to Thrashin to help out the programmers and push Manx TT to the hards of Grade A quality software. That's where I come in.

**COMING SOON**





**COMING SOON**



The former subtitle from the beginner's course is carried over in the picture at the top. The shot below shows the impressive three-player mode. It's a huge improvement over the split-screen in Daytona GSR.



Maxx TT is one of the most eagerly awaited Sega Saturn titles of 1997 and it's looking extremely fast indeed - finally it would appear that Sega Rally Championship has some competition

#### FIRST IMPRESSIONS

Undoubtedly, Maxx TT borrows a lot of looks from the sequel to Sega Rally Championship. The original set-up was put together by a great team of the AMG people behind Rally, including the game's director, Detlev Münzpracht. It runs on the same hardware as Rally and also features a cabinet designed by AMG. The same principles that made Rally so cool - namely stunning graphics and incredible realism - are also key concepts behind Maxx TT. But without the brilliant cabinet, how does Sega Maxx TT compare?

The first thing that hits you is the quality of the visuals. Clearly the resolution and frame rate have suffered and yet still

at the same time, Seaton Manx does an excellent job of creating the side-on perspective. It means that we never have difficulty perceiving the track in width, distance and depth; the focus zone never slips before Sega Rally standard 30 frames per second.

Considering the detail of the Isle of Man TT track, this is a pretty creditable achievement. This graphics engine is pretty impressive indeed, with a superior frame rate and better clipping (and consequently less pop-up) than the recently released Daytona Championship Circuit Edition.

Considering the build-up behind Maxx TT, it's good to see that at least visually the game delivers pretty well... and enough indeed to Sega Europe to make this title their biggie for the Easter selling season.

#### ALL-IMPORTANT HANDLING

If there is one lesson to be learned from Daytona GSR, it's clearly "Don't mess with the arcade original's playability". Or something. Perhaps the most pleasant surprise about Maxx TT is that the handling of the bike just feels pretty damn good. Without the enormous sit-on-like of the arcade game, Maxx could have lost a great deal of its appeal. However, even without the bike, the developers have done an excellent job. What is clear is that you definitely need a HIGHTS analogue pad to extract the most out of Maxx TT. Looking into corners, piling on the revs



At the time of writing, various folk managed to get Maxx TT firing solid at 30 frames per second with an otherwise elsewhere, one in the bio-modded starting grid. Only this game is stepping up to be impressive. Most impressive.



In a lot of driving games, often it's best to stick to the out-of-vehicle perspective. On 1 or 2 or 3 or 4 (Maxx TT) you get a brilliant sense of speed and mass slanting leaning sheer if you stick with the rider's eye view (as in this picture).

**COMING SOON**



Another spin of those steering "teasing views" as seen from the rider's eye perspective. Here we're racing through a this bit of the street.



is an experience very close to the real-life original. The open-mass Superbike's all-important "feelsability" is very, very authentic to the arcade game. Impressive. Most impressive.

#### LASTABILITY? GOOD QUESTION

The big question mark hanging over Moto TT Superbike ever since the conversion was announced deals heavily with the game's lastability. The one-up original was designed as an arcade game, with short-term thrills obviously being more important than long-term replayability. That being the case, the game only had one bike-to-choose from and just two tracks.

Obviously this isn't good enough for a home console game which people are going to have shell out over forty quid for.

Taking a lead out of the original Daytona USA conversion's book, Moto TT features both an Arcade Mode and Saturn Mode. The former is just what you would expect - a very close rendition of the lastability-challenged ride-up, with even the arcade's presentation screens included for your detection. This is a close conversion all right... the arcade game is notoriously difficult and this challenge measure to full effect here.

However, of more interest is the Saturn Mode. This allows you to practice the track, or take up the Moto TT challenge, which is kind of similar to the Championship mode of Sega Rally in that you tackle the tracks one after the other. Adding to the



**Closeness to the arcade version is maintained and Sega are now working on making the entire version a more lastable experience**

lastability is the inclusion of many different production motorcycles for you to try out.

The Saturn Mode is also where you're going to find the majority of the game's hidden bits. Designed to increase lastability still further, we've been given the opportunity to uncover the details of these secrets, but boy - it's a racing game. You should be able to guess at least some of them... but still, for the time being, my lips are sealed.

#### REVIEW NEXT MONTH?

Moto TT Superbike's progress is shooting along at a rapid old pace. At the time of writing, new versions are appearing at Sega Europe every other day! The programmers at Taito are working overtime to get the game complete and realize the most from the arcade's lastable potential. That being the case, Sega are intending to get the game in the shops in time for Easter - the end of March. Incredibly. Read the review next month, plus you can check to the excellent showcase coverage we have lined up. Everything (well almost) will be revealed! Awesome!



The beginner Easy course of Moto TT Superbike is picture-perfect. A pretty simple course, expert riders can zoom around it at maximum speeds, decelerating for just one of the corners on the track. Good.



The fact of the matter is that Moto TT's race tracks managed to cross into Moto TT Superbike is ridiculous. Just wait 'till that Sega Rally has finally been delivered on its most detailed-punkin', 3D frames per second basis. Just look at the screenshots!

#### HISTORY OF THE TT

You might think that Isle of Man would be a strange place to hold an international event. And you'd be right. When the first Senior Trophy (TT) race was held, Britain still had a top speed limit - hardly the velocity required for headline rating! Still, it was open. Thankfully the Isle of Man was more accommodating and the race was held there, with the winning biker collecting a massive (for the time) twenty five pounds in prize money! By '94, things had moved on sufficiently to introduce different classes of race depending on the power of the engine and the race was also moved from its initial small road course a larger course which was also used for the Touring Car races of the time. The Isle of Man TT continued to grow over more popular, despite a short stoppage of the proceedings during the First World War. Technology continued to improve as well - by now the bikes were moving between 40 mph and 80 mph during the race. Handily mathematising my standards, but there was nothing like it at the time. It might interest you to note that the course seen in Moto TT Superbike first came into use decades ago - 1922 to be precise. Not a great deal has changed substantially since that date, giving the game a bizarre mixture of modern-day speed with the look of yesteryear!



**COMING SOON**



Isle of Man edition. One of the best-looking games about. Maxx TT Superbike is fast and the courses are real. The BBC team that produced the game certainly did their homework in making the game look authentic.

#### INTRODUCING... THE SPLIT-SCREEN

Maxx TT Superbike offers the obligatory split-screen two-player mode. At the time of writing there's still a great deal of work to be done here, but the basic principles are in place and the work on the game engine is pretty much complete. It's definitely a case of "knock off to the conversion team" for their work on the split-screen mode. It's more Sega Kelly than Daytona USA, with excellent update and good clipping. Hopefully the slower player load and local start options of Kelly will make them way into the final version. It's important to note that you can use all of the extra features below mode (a split-screen two-player, adding still further to the instability (good players can handle themselves with slower bikes instead).



#### AURAL AMBIENCE

One thing which hasn't been settled at the time of writing is exactly what's happening with the sound and visual effects in the Saturn version of Maxx TT Superbike. The original side-up featured an impressive sound system built into the underside of the bike seat so you sat down on. The AM3 team included the game pre-loaded actual motorcycle engine noises which sounded especially raw (possibly because of the powerful rich-woofier low-end speakers built into the cabinet). It would be very, very good indeed if the same kind of raw, gritty engine noise could be found on the Saturn version, along with some suitably raucous soundtrack music. Do something. Fingers crossed abit.



**COMING SOON**

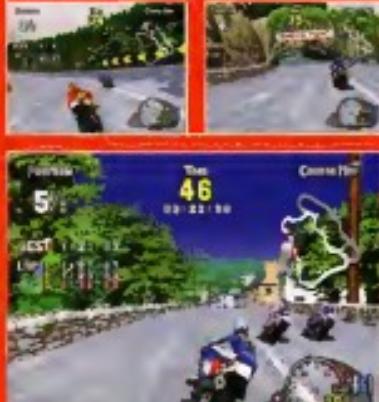
### REALISTIC DYNAMICS

One of the best things about *Moto TT* is the control method, which feels very realistic indeed. The game features all of the wheelie, full throttle, activities of the arcade original and these dynamics are extended to the CPU player as well as yourself. That being the case, you can witness the computer-controlled *Moto* jumping over hills and even wiping out! There's some perverse satisfaction to be gleaned from sending a CPU player sprawling onto the tarmac, his bike sliding into the distance!



### VIEW TO A THRILL

Just like Sega's *Rally Moto TT Superbike* features two separate perspectives to enjoy the action with... and they make a radical difference to the gameplay for once. With the standard chase-view, situated above and behind the player, it's very Super King On-ramps, detached from the action but easier to control. Radial track sections should definitely opt for the first person perspective. This is situated closer to the road, giving a superior sense of speed, but better yet is the view when you leave the bike out. The entire screen loses control with you... and effect which is simply excellent (and unique for some very dramatic sequences).



### ARCADE ACTION

Let's quickly check out the Arcade Mode of *Moto TT Superbike*. Well, as you can see, the actual in-game title screen is very similar to the title-up and to be honest, this isn't really as different to the title-area, but it's been enhanced. But you do get the original *Moto TT* arcade presentation screens, where you have to tilt the bike to select the course you desire along with your choice of manual or automatic gears.

### COURSE SELECT



### TRANSMISSION SELECT



### TWO BASIC TRACKS

The two separate courses from the arcade original have been converted across lock, stock and barrel, with very little in the way of detail compromised. You get the Inglesby Lancy course, which is used to help you get to grips with the controls. The actual bends and corners shouldn't really pose that much of a problem... indeed, there's only really one corner which causes any problems at all. This track is pretty basic (like it was in the arcade game), and it should be noted that this course won't totally complete when we use the dataset game.

The Isle of Man TT Course is a lot closer to completion. The Saturn programmers re-edited this track first, since it is a lot more complicated than the Lancy track and requires more effort. This effort has definitely paid off - the course looks superb from start to finish, with some excellent texture-mapping on the scenery.

All in all, the look of the arcade game has been pretty much retained for *Isle of Man TT*, not exactly a surprise considering you consider the sheer power of the Model 2 hardware which powered the title-up original.



The *Isle of Man TT* has been designed with intensity in mind. So, to start with, check out the selection of bikes, each with their own stats. At the moment they all have the same stats, but this is going to be changed. It's likely that you'll get extra likes by completing the various missions in the game.



# MASS DESTRUCTION

Regular readers of SEGA SATURN MAGAZINE might remember this game as we previewed it months ago. It used to called simply "Tank". Now it has the considerably more macho title of Mass Destruction. Let the carnage begin anew!

RELEASE	TBA
PRICE	TBA
STYLE	SHOOT 'EM UP
RELEASE	TBA

## TANKS FOR THE MEMORY

As you can see, Mass Destruction is a game principally about tanks. These of them are an after at the beginning of the game, basically, their handling and weaponry is pretty much the same. The differences occur when it comes to the speed and armour levels of the three vehicles. Basically, the more armour your tank is carrying, the slower it is. At this stage in development there doesn't appear to be so much difference between the tanks really, so it's perhaps best to go the best armour.

## Select Tank



Here you can see the tank's blasterbeam at work.



Some more buildings of it in the explosion packed blasting festival that is Mass Destruction.

**V**ideogames are all about being able to do very exciting things that you just wouldn't be able to get away with in real life. From beating the crap out of people through to driving fast cars at ludicrous speeds, just about everything has been covered. Often the most satisfying games are ones where you're in command of some huge mobile fortress and can basically blow the crap out of everything with no regard for human life. Such is the case with Mass Destruction, which has been carefully honed to be (at least potentially) one of the satisfying blasters of recent times.

Any one who has played Firepower or its sequel Return Fire, should be instantly at home with the kind of no-brainer activities depicted in Mass Destruction. You take control of one of these tanks, each with their own strengths and weaknesses, and your job is to take on various missions predefined to you, which generally involve blowing things up and collecting things. And then blowing more things up.



The game is depicted in super smooth polygonised 3D (with a screen update of 60 frames per second) and your tank is armed with a variety of weapons, which results in some of the most satisfying pyrotechnics. The landscape is made up of a huge range of buildings, and all of them are completely destructible. Sprite-based explosions abound, and the effects generated depend on the size of the building annihilated along with the weapon used.

Of course, your rampart stands through the enemy terrain isn't without incident. You're very likely to meet a whole host of enemy tanks and foot soldiers intent on blasting you into oblivion. You're also going to have to deal with some natural hazards - your tank can survive underwater for a short

A tank game based around total, rampant destruction  
Mass Destruction looks like being a most amusing game indeed



Armed plated drivers prove absolutely no problem.



Your tank doesn't really like being submerged in water.



It's a good thing that most of the mission objectives involve tanking everything in sight, otherwise you'd be in real trouble...



Aha... this'll be the missile launching screen sir?



Explosions in a desert landscape. Cool.

time, so traversing rivers and suchlike can get pretty dangerous.

Originally a PC title, Mass Destruction has converted extremely well onto the Saturn. As you can see from the screenshots, the game has a very simple look to it, but yet (and at the same time), when you see Mass Destruction in action you can't help but be impressed at the fluidity of the game along with the impressive configurations when a meante or building buys the farm. There are also some nice special effects as well, most notably a reflective river with a bridge spanning it. Nice.

At this stage in development, Mass Destruction looks very promising. SEGA SATURN MAGAZINE has only had a small play-test session on a two-level demo version of the game which was pretty limited. With loads more levels added and progressively more interesting challenges and missions, Mass Destruction could well turn out to be one of those " sleeper hits" we keep hearing about. At this time, just about all of the hard work in getting the game engine a cross is complete. It's just a case of adding in those extra missions.

We should have a more complete version of the game in the SEGA SATURN MAGAZINE office next month, so stay tuned, as the saying goes...



### WEAPONS OF DESTRUCTION!

When it comes to weapons, your tanks are pretty well decked out. Pressing the A button cycles through the various artillery you've got packed into your tank, with the C button letting loose a round. In terms of actual weaponry... well, you name it. It's there. Missiles are pretty cool, but for mass use are the various forms of missile you've got in your arsenal (the best being the homing missile). These produce some pretty spectacular explosions. Should you run out of ammo, you can always trust your cousin to do the job.



Bingo, that's a good one.



Trying to right. Indeed.

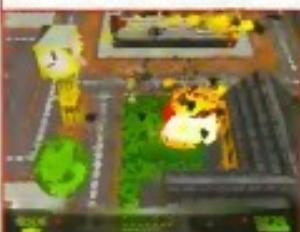


Ah... this'll be the missile launching screen sir?



### TANK TOP TITILLATION

Just like a real tank, the turret of your trusty vehicle can be spun around independently of the bottom section. This is achieved by using the shoulder buttons on the joystick. Using this, it's possible to fire in one direction whilst travelling in another. On the two-level demo we've played, this isn't that useful, although we do note that as the final game where there's going to be a whole lot more going on it could well be the difference between life and death.



# BLACK DAWN

Blood! Sweat! Shrapnel! Flying body parts! Just another day in Dave Kelsall's toilet. Meanwhile, in another of the world's war zones, a lone cheeper pilot is treating some drug dealers to an invigorating dose of napalm...

OS	VIRGIN
PRICE	TBA
STYLE	SHOOT 'EM UP
RELEASE	MARCH



## VIEW TO A KILL

In true 3D simulation style, Black Dawn is replete with different camera angles that give you different perspectives on the action. They all look pretty cool, but you'll probably find that some are more useful than others.



Looking out of the left of the cockpit...



"Lookin' hot!" I'm getting a hard-on! Once again Dr Brown's penis speculate seems to light.

**I**t has often been recorded that, while the collapse of Communism in the former Soviet Union might have seemed like a good idea at the time, it has proved a major inconvenience for creation of action movies and video games. With no-duty cameras left to shoot, and all those Hellfire missiles going spare, a new target was required. Fortunately, cash-on-hand drug dealers and Middle Eastern terrorist organisations were ready to gamely spring into the breach, and thus the entire shadow-army industry was saved for us all. Cheers lad!

U.S. developers, Black Ops also owe these 'social misfits' a debt of gratitude because without

them there'd be nothing for us to shoot at in their new helicopter combat simulation, Black Dawn.

The sequel to the PlayStation hit, Agile Warrior, this game sends you on 20 mission-megamissions-making missions in eight of the world's trouble spots. Your simple Saturn controller gives you the power to pilot the AH-64 Avenger, a chubby little attack helicopter that belches with canards, high-powered missiles and tactical nuclear weapons. Chubby and idle it may be, but when the time comes for attacking, destroying, escorting, resupplying and defend-

ing, there's no better danger-craft.

For your first mission, you're sent to New

York's fashionable Central Park which has been cap-

Although Agile Warrior never made it to the Saturn, Virgin have seen fit to release its sequel, Black Dawn to the Sega machine!



Here we start straight out ahead



And obviously this is the right perspective. Fascinating.



Some more air-to-air action being revelled in these lovely screenshots.



-15,000



Plenty of enemy helicopters crop up. Get them all down like sinking prey!



-15,000



Wooohoo! You're downed one, mister!



A lot of low-flying here, obviously.



Take out that target!

## THE HELICOPTER PAD

If you've ever tried it you'll know that Dying a real helicopter is tricky work - you could say it's almost like driving two cars at once, one of which is a flying craft. To give Black Hawk an extra element of realism, Black Ops have made the controls as comprehensive as possible, but crammed them all onto the eight buttons and D-pad of a Saturn controller has made for some complicated key combinations that may prove somewhat bewildering for new players. Fortunately Black Ops have also included two alternative control variations, one of which is biased towards making the control of the chopper easier, while the other is aimed at giving better scores to your weapons. Our brief preview playlist seemed to reveal that all three were as complicated as each other, but a bit more practice and we'll probably have worked them out. Don't you worry.



Lured by Hezbollah terrorists armed with stolen artillery, your first priority is to rescue eight of the ten rarest hostages who have slipped their bonds and are running to the edge of the park with a barrage of hijacked tanks laid on their heels. With the hostages delivered safely to the local kidnap crisis centre, you have to give those terrorists a good going-to by first demolishing their mobile early warning radar vehicles, then knocking out the batteries that they're using to bombard the island of Manhattan, home to numerous celebrities who have a lot of connections upstairs.

Stealth is as much a part of this game as mindless carnage, and rather than crashing straight into a warzone it's best to use the long range sensing powers of your radar to spot targets well before they spot you and then proceed slowly, taking them on a couple of at a time. Steer clear of unnecessary targets too - destroying them will only waste ammunition, fuel and time and in some respects you're working a gauntlet, and an ever-diminishing fuel supply. Luckily,

smashed foes release extra ammo, fuel and armours which you can collect and use in the name of truth and righteousness.

The black Davey preview disc only arrived in the SEGA SATURN MAGAZINE office a few days before we went to press so we've only had a brief opportunity to play it, but we're quite impressed by what we've seen of it so far. The 3D graphics are looking great, with minimal pop-up up to the use of that handy 3D game programmer's tool, the minic effect. Also impressive is the way that a realistic helicopter simulation feel has been incorporated into the hide-and-seek arcade blasting mayhem. The question that's doubtless on your dress-coated lips, though, is, "Can this be any better than Cole's Thunderhawk II: Firebrand?" Well, for that information you're going to have to wait till next month, when we'll be giving Black Hawk the full SEGA SATURN MAGAZINE review "treatment". Look forward to it!



Bam! And they're history. And dead too.



This is the perspective of your weapons.



This Glass View is from behind your chopper. Obviously.



The last view is the unobstructed forward view.

# SWAGMAN



Fresh from the success of the mighty Tomb Raider, Core Design are BACK. This time they've gone back to their roots, producing their first 2D game for many a year.

BY	CORE
PRICE	£19.99
STYLE	ARTCART ADVENTURE
RELEASE	MARCH

## METAMORPHOSIS

Playing two ponyo kids is how Swagman starts out, but Zack and Hannah are not really up to the rigours of the Territories, Swagman's fantasy lands holding his nightmare legions. When access to these is attained, the kids use their dreamworld to turn into Dreambeasts, transforming them into monstrous fire-breathing mutations of themselves. The Territories are designed to tax the better gameplayers, what fits between them and the sub-levels of the kids' home. As the game goes on, the Territories begin to dominate, making the game more intense.



The many developments of Core Design are familiar to SEGA SATURN MAGAZINE, but it's only since the success of Tomb Raider that the Derby developer (part of the Eidos group) has started to attract the coverage it deserves. Swagman is in line with Core's newly found diversity in ideas, being the company's first 2D game since Quake took it, three years back.

Swagman has also had one of the longest gestation periods of any Saturn game, three years the team have struggled to bring all their gameplay ideas and graphics ideas to life. The initially devised the plot - two children, Zack and Hannah, are plagued by nightmares, really the work of the Swagman, an evil dream creature. To protect them, there has always been the dreamflight, a swarm of magical flies that use dreamview to counter Swagman's evil magic.

But Swagman has systematically trapped the Dreamflight to leave no antidote to his nightmares and a route into the waking world possible. The chill

dream must escape the nine flies of the dreamflight, each trapped on a separate level of a sprawling arcade-adventure map.

The plot seems uncomfortably resonant of Sega's NIGHTS, but Swagman's team are quick to deny any charge of plagiarism, indeed they had the idea first. Actually, they don't care much for NIGHTS, dismissing it as a 'great demo'. They see Swagman as being more productive in terms of gameplay. However, the views expressed in SEGA SATURN MAGAZINE are not always those of the publisher...

The games that do inspire Swagman are Zelda and Zombies, two hits of the 16-bit era. Swagman matches Nintendo's Zelda in terms of size, with complex multi-level scrolling maps, and the challenge of the game is to find and use objects that will open up new areas of these levels. However, the player makes his ways through levels progressively, not back and forth, unlike Zelda and more in line with Konami's Zombies, a great plan-view shoot 'em up. Core would be happy if Swagman could catch the intensity as much as the style and atmosphere of Zombies. Let's hope they succeed.



The title is the basis for much English humour; so it's no surprise to see it is a British game.



## NIGHT ON THE TILES

Making a 3D game stay even paint, but for Swagman's team, it has been a headache, precisely because the 32-bit machines are so well supported at 3D machines. It's also been a mammoth task to design graphics sets for all the different sorts of environments they wanted to include. Instead of creating repeated polygon-haracter environments, Swagman uses an intricate 3D tile map editor to alter the graphics on a screen by screen basis. But the designers think it gives Swagman a constantly changing, refreshing appeal.



## HE MAKES THE SONGS

Currently scoring the last four tracks for Swagman is Nathan McCrea, one of Core's two musicians and the acclaimed composer of Tomb Raider soundtrack. Swagman proposes to have more of these atmospheric, symphonic soundscapes in the background, and fit in with the imagination behind the Swagman mythos - the dark, weird works of film director Tim Burton (Beetlejuice, Batman, Nightmare before Christmas). So in theory we should be expecting great things eh?



Want to see Swagman play for you to check out? As you can see, Core Design have certainly put a lot of effort into giving the game a definite style of its own. This game has been in development since the SEGA was announced and is finally nearing completion. Expect a review in the next issue of *SEGA SATURN MAGAZINE*, if all goes to plan.



Although 3D, Swagman definitely has a very interesting graphical style, as can be seen in these screenshots. The future's 2D powers are unleashed, so this should look very cool.

## VIVA DOMESTOS

Bugs play a strategic part in the gameplay, adding to your problems beyond inventing the Dreamflight. Apparently, Zack has a collection of insects skilled in all kinds of acrobatics, including bridging. These skills need to be employed at various points throughout the game, and a requisite number of bugs found on that level are needed, turning Swagman into a Bug Hunt.



# TORICO

What's this? An FMV adventure full of magic and mystery that tells the story of a lost man who seeks his lost past in a world where the wind only blows every four years? Why, yes it is. How clever of you. Now here are the rest of the details.

BY	SEGA
PRICE	£39.99
STYLE	ADVENTURE
RELEASE	MARCH



## TORICO'S FOREBEARS

In the past 'FMV RPG' have been six letters that spelled 'WTF game' to many Saturn owners. Has this genre finally matured into something worthwhile? Will Torico be an improvement over its predecessors? Which, in case you were wondering, were...



Mansion of Hidden Souls - Explore a spooky house infested by butterflies which contain the souls of the dead. Dull graphics, dull story, dull atmosphere. Dull!



Dr Gister - Much gory murder and psychic torture in this thriller from Asiacore. A step up from Mansion, this one looked and played better, though the voice acting was iffy.

**T**attoos are always bad news aren't they? You have 'I LOVE MIA!'法令ably inked on your forearm. When you remember that you are actually a new species of genetically-engineered human that was grown in a giant test tube and therefore have no mother in the traditional sense... How embarrassing! What are going to say if a policeman ever asks you about it, eh? How will you ever marry into decent society with such a curse?

As it happens Fred, the hero of Torico has just as much trouble with his tattoo. It wouldn't have been such a big deal if he'd had a giant full-colour Chinese dragon drawn from buttocks to shoulder blades. At least he could have covered it with a shirt. But no. Instead he finds himself with an ornate crescent design slapping him in the middle of his forehead and, as is usual

with these things, he has no substantial inventory of how it got there.

Unfortunately, Fred's tattoo attracts the unwelcome attentions of some decidedly sinister individuals when he wakes up one morning in the

Misty Town jail. Fortunately, his roommate seems more eccentric than perverted, and rather than attacking him in that way in which he should be attacked, he gives him the key to the cell door.

By stepping outside, however, Fred is stepping into the dog-eateness of fate. As he tries to escape the town's twisty streets he meets a man who first kidnaps him in the kidnaps, then drags his unconscious form before the local heathen, Lord Gordon Gordon quizzes Fred on the nature of his tattoo, which apparently makes him as a one-time visitor to the City of the Moon. Apparently, one trip to the City

Who'd have thought that having a tattoo could lead a person into an adventure full of magic, mystery and... MURDURRRR!



Fred finds one of those Society Gas horoscopes. A quick shave and, hey presto, there's a secret compartment containing a...  
**MEMORY SELECT**



Use the Memory Facility to search past conversations for clues.



Eating Zero - A sci-fi quest that makes rendered movie scenes with real-time Doom-style blitting look like a walk in the park. This one isn't out yet, but from what we've seen it should be cool.



Gaster's Palace (Dumb stars, and very sparsely furnished).



Flashing a sword in a lonely grave has a supernatural effect! Could that be the ghost of Louis?



## THE CAST

You'll meet a host of people in Texico, some of them nice, some of them scary, some of them a bit mad, all of them with the lovely smooth complexions of pre-nudist characters. These people also exhibit the speech patterns of someone whose brain works in Japanese, but whose mouth translates every word into a strangely stylized dialect of English as it's spoken.

**FRED - The Tattooed One** Ask him if he remembers who won the World Cup four years ago and he'll be completely stumped.



**LORD GORDON - He's been nasty and miserly ever since the lovely Luisa gave him the elbow four years ago**



**LADE - Gordon's henchman. Pops up occasionally to give you non-cryptic clues and punch Feed in the gut.**



**THE WOMAN - Gordon's henchwoman (we didn't catch her name). Not the sort of gal you'd take home to the folks**



**LOUISA - Lovely (but dird) ex sweetheart of Lord Gordon. Appears to Feed in a glittering gaudy form.**



**LOUISA'S DAD - Devoted father, who still hasn't got over his daughter's death, judging by the way he纪念es on.**



**ANYHONEY - Bald man with mystical powers. Contains butterflies because they contain the souls of the dead.**



**DR MORSE - Gordon's personal physician. Has a poor bedside manner ("Get out of my surgery" exams it up).**



**ROSE AND HAL - The mother-and-son who run the flower shop. Pleasant, but the kid's a pain in the arse.**



**MAC - A clockmaker who, apparently, has no respect for a man who has no respect for time. Another madman, then.**



The windows of Fred's mind.



A rope ladder is in the window!



Here. An interesting window-swinging lesson.



Here. The rope ladder appears to be... er...

## The streets of Misty Town are pretty quiet, but behind every front door there's someone who has something ambiguous yet significant to say.

of the Moon is all you need to be set up with eternal life, so Gordon, invited misgovernance that he is, is quite keen on discovering its location. If Fred can't tell him, his own eternal life capabilities will be tested to destruction at the hands of Gordon's violent buddies. And with Fred's memory being what it is... well, it's not looking good for our boy.

All this sets the stage for a full-motion video adventure in which the hapless Fred walks the pre-rendered streets of Misty Town in search of some clue as to how he lost his memory and someone who can give him directions to the City of the Moons. At first, all doors are closed to the mysterious stranger, but he soon makes friends with some of the locals and discovers that there is something strangely coincidental about the period of time four years ago. At the same time Fred was losing his memory, Luisa, the town beauty spurned the love of Lord Gordon and mysteriously disappeared. And strangely enough, that was around about the time when the world stopped (how-

ing in Misty Town). Hmmm... intriguing. This being an adventure game, of course, all such coincidences are significant.

This being an adventure game you'll be wanting some puzzles, aren't we? Most likely from what we've seen of the first part of the game, these take the form of finding an object then finding the person who wants it in the hope that they'll give you another object that someone else wants. We're assured, though, that by the time you've progressed to the Tonca's second disc (yep it's a double CD game) this simple barter fun is exchanged for more in-depth problem-solving.

So will Tonca be the first classic FMV RPG on the Saturn? Or will its Japanese origins make it as unlistable as the Western brain that it would be better named, as our spelling-check software keeps insisting, "Tartley". Fred put the full adventurous truth in next month's review.



PREVIEW

# LOST VIKINGS 2: NORSE BY

Rape? Pillage? No thanks, mate! All these dishevelled Scandinavians need is a platform-puzzle scenario and they'll be happy for hours. Clearly these cheap history books lied.

BY	INTERPLAY
PRICE	\$44.99
STYLE	PLATFORM PUZZLER
RELEASE	MARCH

## A RECIPE FOR DISASTER

The witch's teleportation spell requires precisely the correct ingredients and any minor discrepancy can mis-teleport one of the Vikings to the wrong place. When this happens the remaining Norsemen have to manage as their own until they find someone else to help out. A new member in the gang brings a new range of abilities. Rang the Werewolf, for example, can leap and cling to walls, allowing him to climb sheer rock faces with ease, and his sharp claws let him shred any foes who cross his path. Stench the Dragon, meanwhile is a great one for flying around and breathing balls of fire that reduce his enemies to ashen skeletons!



It would appear that the Lost Vikings are still lost, judging by the bizarrely titled addition of Norse by Neverland.



**N**owhere in the Great Grimnes of Games Design does it say, "If thou wilst thy platform-parade game to enjoy great critical acclaim, thou shouldst use Vikings as the main characters." Or at least it doesn't say that in our copy. Interplay must have a later edition, though because that is exactly what they followed when they brought out Lost Vikings on the SNES and Megadrive, and everyone loved the pants off it. Having found the magic formula, Interplay are giving it another go on the ja-jab formats, with Team Software doing the programming and installing a host of new features while they're on.

The sequel starts as our three heroic Norsemen are sailing back home after escaping the dead clutch of the monster alien known as Tomster. How upset they must feel when, within sight of land, they feel that familiar tingle of the teleporter beam and they disappear into thin air. Grik, Grik and Baloo reappear again in Tomster's spacecraft and after listening to his

megalomaniac blather for a while they manage to escape, but before they can return to their longship, oafish Olaf, the really stupid, fat, food-crazed one who can't read, mistakenly presses a button that transports all three of them to a distant point in the space-time continuum.

The boys are distraught from their immediate urge to beat Olaf to Scandinavian pulp by the mere passing concern of once again having to find their way back home. They find themselves in ancient Thorsysla, and a nearby witch informs them that she has a short-range teleportation spell that will take them part of the way back to Tomster's space craft, but she needs three magic ingredients to make the spell.

So, the Vikings have to spend each level hunting around levels full of platforms, locked gates and various monsters looking for these three ingredients than to getting them back to the witch's cauldron. Actually finding the ingredients isn't so dif-

After their first 16-bit adventure the Lost Vikings are back! Their zany antics are conceptually similar to their activities in the first game



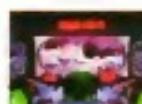
Just like the first Lost Vikings game, you have multiple Vikings at your control, each with their own capabilities.



Although we're previewed Norse by Neverland, the game is totally complete and will be fully reviewed in the next edition of EGM. Let us to many!



# NORSEWEST



## THOSE VIKINGS IN FULL

As in the original game, each of the Vikings has his own special abilities and tools. Some of the skills are the same as in the first game, but a few special parts borrowed from Tomater's ship at the start of the adventure give the boys someancy new power!



### ERIK THE SWIFT

The athletic member of the tribe Erik can run fast enough to charge down walls. With the aid of his new socket boots he can jump high enough to knock down weak ceilings and by the power of his magic helmet he can swim great distances without coming up for air.



### OLAF THE STOUT

Olaf's shield doubles as projectile protection and parachute, and with his tremendous new butt power to provide thrust he can even use it to make short flights across the scenery. The shield also allows him to shrink.



### BALROG THE FIERCE

Balrog is Mr. Weapons, using a stolen energy source for short-range defense, and a blaster arm for more distant targets. The blaster arm is also useful for dismantling uncatchable Hems, and swinging across chasms à la Indiana Jones.

fcult – it's the getting to them that's the problem. The Vikings all have their own special abilities, but none of them can manage the task on their own. It's only by pooling their talents and working together that they can triumph. There's a lesson for us all there – if only we're smart enough to see it. Headline to say if one of the trio succumbs to the perils of savage supernatural creatures or pits of flame during a level, there's no chance of completing it. Fortunately Freya, Goddess of Friday is around for emergency reinforcements, so you can always have another go.

Once the ingredients have been found and mixed into the spell, the Vikings are transported to the next of the game's 31 levels. The levels are spread over five different worlds and from Thanevylvania our boys travel to a land populated by belligerent pirates, and after that they find themselves in treacherous jungle terrain.

We actually received our finished copy of *First Vikings* too late for review in this issue of *SMM*, but from what we've seen of it so far, this has every chance of repeating the success of its fore-runner. Improved graphics (all the characters and fantasy arc-toon models this time) and a host of brain-mashing puzzles make this a game to watch out for! Review next month, Viking lovers!



Puzzling activities abound in this cartoon picture.



... or that's that sorted out then, I think.



As you can see there's a fair bit of variety in the levels.



The brain-teasing puzzles get tougher and tougher.

# letter



Greetings, pretty ones! The hour is once again upon us when we place a virgin mail sack on the skull-studded SSM altar, slice open its soft, polythene hide and remove the still-beating envelopes as a sacrifice to our ancient and terrible gods! But the appetites of the gods can never be sated and forever are we damned to seek new letters with which to please them! Pretty ones, you are our only hope! Send your letters to us before the decline of the next Ixanax cycle or this world will be levelled by a mighty thunderbolt! Already the storm clouds gather over yonder mountain! Write, pretty ones! Write with all your bice-strength, to THE MALETAB OF PAGAN DANCING, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 5AU.

## SATURN BACKLASH... BACKLASHED!!

Before Christmas, SSM was deluged with letters from Saturn owners concerned that the PlayStation was leaving their machines behind. Should they sell up and switch sides? "Not!" is the emphatic reply from our readers...

Dear SSM,

I had to write this letter in response to the letters of Milky T and Chris Nightingale. I have many friends who go on about this PlayStation vs Saturn thing and the N64 that is supposedly going to smash up my Saturn. But when they come around and play on my 'Black Beauty' they never want to leave! And that's when I remind them about the PlayStations and N64s they're supposed to be getting! And I also take this opportunity to remind them what's still to come to Saturn. They never have any comment just that now customary nod of respect.

Many a person has been converted after playing the Saturn at my place. You (and anyone else who thinks so negatively) would be mugs to sell up.

Bob Conkin, Bawtry

Dear SSM,

I am concerned about these letters from Saturn owners who are disgruntled with Sega. Why? Why? Why? With the exception of Virtua Fighter 2, how many games are there on the Sony that are actually worth fork out £60 or £70 for? I own six Saturn exclusive games (as well as games available for both machines) and Virtua and DarkStalkers are far superior on the Saturn.

Peter Greenway, Brookham, Surrey

Dear SSM,

A year ago I wanted to buy a new console. For me there was only one choice - the PlayStation was obviously the better machine. Everyone was talking about it and the quality of the initial software was much better than the Saturns. Then games like Tekken 2 and Virtua Fighter 2 came out and only seemed to prove the PlayStation was better - or so I thought.

Two months ago I sold my PlayStation and bought a Saturn. Oh I took some stick from friends but once I had played on my nephew's Saturn I realised that, although graphically the PlayStation sometimes has the edge, the Saturn has the best gameplay.

Sega Rally is the best racing game on any machine. I've owned Ridge Racer and Formula 1 and they don't even come close to the gameplay of Sega Rally. Also Virtua is the best fighting game I've ever seen and for me the Sega game is better.

Don't get me wrong, I'm not here to slag off the PlayStation. It's a great machine, but so is the Saturn. I bought a PlayStation because everyone else was.



Sega Rally is better than Formula 1 in every way, according to Paul Barrow.

was taken in by the hype, but I really feel that graphically the PlayStation has peaked while the Saturn gets stronger after every game.

Let me finish by saying to all the dedicated Saturn owners, you can't play the Sega arcade conversions on the PlayStation. And believe me, most PlayStation owners envy you for that.

Keep the faith

Paul Barrow, Dagenham, Essex

And with that, Paul Barrow hits the nail on the head. The message is clear - Saturn owners have plenty to look forward to that PlayStation owners don't, so let's all be happy with what we've got. This correspondence is now closed - SO NO MORE PLAYSTATION LETTERS, GKT!

## CHRISTMAS NIGHTS OF ANGUISH

Dear SSM,

I feel I must put pen to paper about Christmas NIGHTS.

I have had a Sega console in my house for the last five years and last year I spent over £600 on games for the Saturn. Before Christmas I got Virtua Cop 2 and Fighting Vipers and when I bought the games I asked for my copy of Christmas NIGHTS and the shop assistant told me they didn't have it. I have since found out that if I had gone a further two miles into Leeds city centre and bought my games there I would have got it. This is stupid.

I phoned Sega in London to find out how to get a copy of Christmas NIGHTS and was practically told, "ough it's not our problem". Well, I've got news for you Sega, it is your problem if people can't get it. I can hardly take my games back for a refund so that I can buy them again in some other shop that uses a different wholesale.

I feel Sega have let me down over this. I have NIGHTS and was looking forward to Christmas NIGHTS, but it now looks like we will never get to see it.

Mr Stephen Crampton, The Hill, Leeds

Dear SSM,

About Christmas NIGHTS. I heard about it in October and immediately started drooling. However, no matter how hard I tried I just couldn't get my hands on it! I couldn't find any shops that 'did the offer'. The shops where I bought Daytona USA and Virtua Cop 2 in December wouldn't give me it, and it looked like my last hope of getting it was via your subscription offer. However my Mum wouldn't give me the money to order your magazine, leaving me without Christmas NIGHTS.

Is there any way I could get it? Please, I'm willing to pay money for it!

Andrew O'Rourke, Maghull, Merseyside

There's little we can do in this situation apart from offer some sort of apology. Still, perhaps it is too easy to blame Sega. They tried to do their best by shipping out the CDs to the retailers and from what we can see there has been a combination of these simply not being enough to go



Christmas NIGHTS: great if you can find it.



around alongside what can only be described as greed by some shops. We would have liked to have recommended it, but it just couldn't be done.

## VIRTUA Tedium

Dave SSM.

Are we the only ones out there who are getting really fed up with all the crap 3D beat 'em ups that are being slung at us left, right and centre? I've played through this rashed trash and binned it after a day. I think it was the fast action and kill-kunt moves that kept it glued to the screen... MOTT Virtua Fighter Remake - same tedious gameplay, new graphics... BORING! Virtua Fighter 2 - two new characters came out! CRAP! Fighting Vipers - despite VF Kids, VF, Left Breme, the list goes on and on and on... Wow, what a treat! Fighters Megamix will be, can't wait for this one, it's sure to be as meeting as the others. Is this all Sega think we want from our next generation consoles?

Don't get me wrong, we think Sega's the best. But there's still a lot of good games being produced out there that are not as over-hyped as the VF game but are better games, eg X-Men COTA, UMLG and Guardian Heroes. Not only do these games look better, they also play much better with fast action and cooler special moves. We can't believe X-Men didn't get the rating it deserved - all you need about was the proxy busters. Last time we checked, the size of the borders didn't affect the gameplay (or did you change your mind if you saw the JP version...?)

There are so many other things we could give you, but you've got to give us a bit more time. Having previously owned the game we found it certainly didn't live up to all the hype it was given. We were very disappointed with the game and the more it deserves is 60%, whereas a game like X-Men, with 100 times better playability should get at least 90%.

We're not saying all 3D games are rubbish - we really rate Athlete Kings, Virtual On

Tarik Rastar and the Der Hand arcade game - but we feel that most these 3D games are too slow and have very short lifespans.

Is there anyone out there who agrees with us? Out yourselves now!

Alice Charles and David Headcalf, London, E8.

**Beakman "voted" yourself all right, revealing yourself to be a gibbering, drooling fool devoid of taste and intelligence. AMs put premium development into these games which are acclaimed the world over and you dismiss them as "BORING".**

Begeon or I shall crush you like a bug for this extraneous banalities. Oh, hold on... what's this?

## AM-POO?

Dave SSM.

This is not a slag-down letter, but the AM Departments aren't as good as you make them out to be. I mean their conversions are excellent, they really try their best, but sometimes they convert games that are almost identical to the FDS ones they converted. For instance, Virtua On is no different to the Virtua Fighter series really, and the new Daytona, granted it looks good but they've changed the game engine which I think is a big mistake.

Gareth Morgan, Walsall, West Midlands.

**The AM departments effectively invented the 3D beat 'em up when they came up with the original Virtua Fighter set-up, and the reason they keep producing follow-ups is that gamers worldwide are constantly clamouring for more of the same. Having said that, the AM teams have produced plenty of world-beating arcade games which AREN'T fighting games - how about the Virtua Corpse (aka Virtua Racing), Daytona USA, Sega Rally, OutRun, Afterburner II, Space Harrier - all of those classic Sega titles which set new standards in their day!**

By the way, if you think Virtua On is no different to Virtua Fighter you're probably not playing it right. Mind you, you're probably right about Daytona USA. But that didn't invent itself from any AM department, instead being handled by one of Sega of Japan's CI teams.

## CLASH OF THE SATURNS

Dave SSM.

I am feeling a bit depressed because everyone I know has a Sega Saturn. But I have a Sega Saturn II and see of my friends says it's made of cheaper chips and is crap

compared to the original Saturn. He's absolutely mad about computers and has a MIS, a Super NES, a Jaguar, a Saturn and a Megadrive 2 and he thinks he knew it all. Could I have your comment?

Paul Martin, Birmingham.

**Closely this friend of yours is a leading exponent of low-grade jive-talking. The second-edition Saturns have all the power of the original machines, but in a more compact design. Also, the newer Saturns come packaged with the Japanese controllers which are much more responsive than the old joypads that your mate's still using his stickin' paws around. Anyways, how clever can he be if he bought a Jaguar?**

## JONNY COLLINS

Dave SSM.

My name is Jonny Collins and I am rock solid to say the least. Therefore I believe it is in Sega's interests to model one of their next Virtua fighter characters on me as I am rock hard. Forget Peter Andre and his mysterious girl - I'm the ultimate male with the ultimate sex-factor.

Believe me, the character would be rock solid.

And remember BRUSSELS LQUINS MUUSELS. Please think about it or I'll throttle ya

Jonny Collins, London, E8.

**Oh, myy Collins - you're a daft arse! And you know what you can do with your six-pack.**

## I AM KID RETRO!

Dave SSM.

It's claimed to me, with all manner of arcade compilations such as Namco, Irem, Sega, Taito, Williams and whatever else releasing retro compilations of their old classics, why don't Capcom do the same? They could release all their old games. From Commando, Ghosts 'N' Goblins and Street Fighter up until Final Fight and STI (the original). I for one would love to play arcade conversions of Strider and a three-player Megazoid that makes use of the playstation adapter. It's a pretty exciting thought. Maybe a lot of other people are interested and I'm sure there are a lot of Capcom fans out there.

Geoff Mason, Doncaster.

**These are some dissenting voices in the games biz who think that this whole retro thing is a pointless waste of time, but being veterans gamers who've been playing since the year dot, we must admit to being quite into the idea. Sega Ages brought back many a happy memory, and we agree that a Capcom Masters compilation would be just as good! Final Fight and Strider would go down well with Master Richard, but we'd rather see Ghosts 'N' Ghosts than Ghosts 'N' Godzilla. How about it, Capcom? Do you hear the cries of your public?**

## THE HALKIDES LONGSHOT

Dave SSM.

This is a longshot, but I think Sega should take Worldwide Soccer and change it from national sides to club sides. It should include a Division One league and a Premiership League. The top three in Division One go up at the end of a season and the bottom three in the Premiership go down. Also to make the game play even better, the top three teams in the Premiership should enter a European Championship at the end of a season. And instead of just playing league or cup, a season option should be included, with cup fixtures included in the league schedule. I just feel this would be the best football game ever. Think about it.

Mike Melchior, Water-leavelle.

**That is a bit of a longshot, Mike. For one thing, Saturn games are isolated to the whole of Europe, not to Britain specifically. Now would our French pen-pals feel if they had to play as West Ham United instead of Paris Saint-Germain or Marseille's Wanze? And how well would such a game go down with our brethren north of the border if it didn't include any Scottish teams? It looks to us like you want to turn Worldwide Soccer into England-wide Soccer - a plan that, in the mind of any national launcher, would brand you as an evil neoplaneman! Today Worldwide Soccer, tomorrow, the world! Say it isn't so, Mike! Say it ain't so!**

# Q&A

Here we are again. More questions. More answers. And more insane ranting for our resident super-villain editor, Rich Leadbetter, aided and abetted by Sega Europe overlord Mark Maslowicz. Test their combined inventive genius to the very limits of human endurance and send them your questions to... Q+A, SEGA SATURN MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

Please be interesting.

## A MAN IN PRAYER WRITES

To SSM,  
I'm writing this letter to you and praying that you will print it. Thank you for your time.  
1. Is the Arcade Racer worth buying because I've got a few racing games and I'm planning to get Matrix 17?  
2. I've heard a lot about Metal Gear Solid on the way. Is this true and when will it be released?  
3. I own all of your demo discs and the latest is the best. I'm obsessed with Daytona CCE. When will another disc be released?  
4. Is Clark Gable like LandStalker and when will this be released?

James Buckley, Ealington.

5. The Arcade Racer isn't really essential - certainly not as essential as the NIGHTS arcade pad, which also works on all new driving games. 6. Hopefully around April/May? It still needs translating into English. 3. Hopefully in the next couple of months (you should witness another one). And yes, it will be nice. 4. It's kind of like LandStalker, but it should be out as you read this.

## PAY ATTENTION IN ENGLISH CLASS, PLEASE

Dear SSM,  
Please can you print my letter. I have eight questions for you in the BIG file of your mag:  
1. Can you please give us readers more demos with your magazine?  
2. There is a gun game in the arcade called Gunblaster made by AM2. Is it coming to the Saturn and when?  
3. Can you please have more than one top page in your mag?  
4. Can you please find tips for NIGHTS and Virtua Cop 4?  
5. Can you give us a tip video with your mag?  
6. Which system is more powerful, Saturn or PlayStation?  
7. Is there going to be a Virtua Cop 5?  
8. Can you please ask all of AM2 for their autographs because I'm a BIG fan!  
Keep up the good work, your mag is excellent.

Simon Seavey, Somersomesville, Adurana

9. We're looking into it. But as we said, we're dedicated to quality discs as opposed to quantity. 10. No there isn't. You're probably referring to Final Fight by AM2, which is scheduled for Saturn, probably at the end of the year. 11. The off-limits bonus should have sorted you out. 12. Issue #8 had a huge NIGHTS guide. As far as Virtua Cop 5, look no further than this magazine! 13. No. It would be too expensive CDs only for SSM. 14. Saturn matches PlayStation on everything but some transparency and lighting effects. Saturn has more processing power and far superior 3D capabilities. There has been no announcement, but it's a possibility. 15. No.

## I AM THROBBED

SSM,

Please answer my questions because I am troubled by them:  
1. When will Marvel Super Heroes be out in the shops?  
2. Will there be any wireless joysticks in the UK?  
3. Which is the best: Marvel Super Heroes or 3. Man versus Street Fighter?  
4. Is it true that Nintendo System 32 hardware (which is being used in Tekken 3) makes their games look and run better than anything from Sega?  
5. Why are sales for Saturn so low?  
6. When is the next CD coming out and how much money will it cost?

Orlando Goodell, Devon

7. It won't be out in Japan for another few months, and probably won't get here until the summer. Sigh. 8. Unless a third party company produces them, no. In the past they have been relatively crap any way. 9. Personally, we prefer MMSE, but XMASP is still a damn good game. 10. Tekken 3 is running on what looks amazingly like an enhanced version of their PlayStation system in board (which some have dubbed System 32). Its performance is nowhere near the same league as Model 2 - let alone Model 3. 11. I understand that Japan's rampant stupidity in the world over 4 decades they're not so bad, they're just not as many as other machine. 12. No fixed date, but sometime in '97 at around £200.



A lot of you are waiting for this one. So are we.

## Pretty Little Questions

Dear SSM,

You've heard it all before, but could you be brave and answer these pretty little questions? 1. Is that lovely Stretcher ever going to come out on the Saturn? 2. Is it pretty likely that Sega will use an upgrade card for Virtu? 3. If they do, will it be a VHS only thing or will it be an actual Saturn upgrade? 4. Do you prefer in-car like the new handling on Daytona CCE? 5. Does the original car when you get it handle like the old game?

Ben Edgel, Hailsham

6. The sequel, Polannomus, has been touted for Saturn but is unlikely to appear over here. 7. Pretty darn likely, yes. 8. Probably an upgrade that will work with other games too. That's if there is an upgrade card at all. 9. Definitely prefers old Daytona handling. Kind of like the new handling, but it's nowhere near as enjoyable. 10. Certainly not. The original car is like a super car, with maximum top speed, grip and acceleration.

## I TELL YOU TO PRINT THIS LETTER

Dear SSM,

I've never written to a magazine before and I beg you to print this letter for you to answer some questions and settle a dispute which has been causing me to have sleepless nights.  
1. I recently purchased a Saturn and some games. I'm astounded with the machine but my friends say it was a mistake and I should have bought a PlayStation. I also went to Curry's to look at some games when I overheard a shop assistant practically dragging off the Saturn to potential buyers saying the PlayStation was better. Well SSM which is the better machine and why?  
2. One of the games I bought was VF, is it worth waiting for the fighters Megadrive which is out soon or wait for VF3 and stick with VF2.  
3. Will there be a sequel to NIGHTS? If so what is its release date? Is it worth waiting for or should just get VF2? 4. Are there any more racing games planned for Saturn of Sega pedigree? MMSE, Virtua Fighter, etc? Will it be as good as the PlayStation version?  
5. Do you think that Bug 'em! is Saturn's answer to Crash Bandicoot on PlayStation. Is it worth a look? Please, please, please answer these questions or I will send you a load of loo brush from the toilets of a window like away.

HOPP-E, Sevenoaks

6. If you're happy with the Saturn, fine. And as you should be as it has some of the greatest games ever for it. We're all getting a bit annoyed of them so-called expert shop assistants. As I said last issue, send names and branch locations of these shops and we shall endeavour to eliminate all those whose comments are an offence to SSM! As I said earlier, Saturn has some difficulty with some of the PlayStation's lighting and transparency effects, but it has more GPU processing power and the superior 3D capabilities. Stick with VPS, but get Megadrive as well. Only consider getting rid of one of these when VF3 appears. 7. Whatever game comes next from the Sonic Team will be awesome, but you are a fool for not having NIGHTS at this moment! May it - it's one of the best games ever! 8. No news on Wipeout 2 yet (although it is likely to appear later in the year), but in the meantime I'm sure Mana TT Superdrive and Sega Racing Cup Championship will sort you out. 9. Bug 'em! pretty good, but you want NIGHTS, young man. NIGHTS, you hear me? W-o-o-o-W-T-S.

# SEEN ENOUGH MINDLESS VIOLENCE?

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# RED ALERT!



The tranquil setting of the botanical gardens have given way to a horrific battlefield.



Between missions the crew has to visit at the local missile resort. Make sure a steady one.



Destroy the reactors first as it then limits the range and accuracy of the enemy weapons.



The tiny pink Mole will be your chopper as a powerful Russian leader who needs rescuing.

After the success of the PlayStation version, an enhanced Soviet Strike finally makes its way to the Saturn in another shameless cash-in on current world political issues. LEE NUTTER takes a look at EA's premiere 32-bit blast-a-thon.

**W**ay back in 1992, riding high on the feel good factor in the aftermath of the Gulf War, Desert Strike was released on the Megadrive and became a huge commercial success. The original Strike game had many similarities with the conflict in the Gulf, a costing mad dictator, desert surroundings etc. and proved to be a controversial release. Then followed the sequel, Jungle Strike in 1993 which expanded upon the original gameplay by including a range of vehicles for you to pilot and was also a huge success.

The last 16-bit game in this extremely popular series was Urban Strike in 1994 which was perhaps the most up-to-

dated Strike game of the lot. Then when we heard news of a 32-bit Strike game naturally we could barely contain ourselves. But in hindsight maybe we were expecting a bit too much from EA. To capture the feel of the previous Strikes yet bring it up to date with 32-bit graphics would be a tall order. But they've done it. Soviet Strike is a very worthy addition to the Strike series and it's going to sell big time. Why? Well take a look at this massive showcase and you'll begin to see why. Soviet Strike needs an impressive amount of new features and it looks great but still enough of this masterpiece standing head-on...

Soviet Strike is reviewed on Page 76.



After taking multiple hits from the destroyer your unlikely death is inevitable.



Not so silent as division to a victory zone.



Just as you know that this is actually based in Russia, the thoughtless programmers have included lots of these buildings with those tiny roofs that just like ours does no-where near, (like what their purpose is I don't know, but then I'm a games writer and not an architect).



This land is a bit of sandy hell and is situated in set 40 miles north of the original Desert Strike. A useless but interesting fact.



Not so silent as division to a victory zone.



Just as you know that this is actually based in Russia, the thoughtless programmers have included lots of these buildings with those tiny roofs that just like ours does no-where near, (like what their purpose is I don't know, but then I'm a games writer and not an architect).



## THE ENEMY AT LARGE

"Zeros... thousands of them... wait... tell you see the whites of their eyes... Ah... if only it was that easy. Unfortunately for you the enemy you face in the latest installment of the Strike series are armed with slightly more than a spear and a grass skirt. They are sophisticated tanks and as such have a vast array of highly lethal anti-Soviet army weapons which pose a serious and very real threat to your well-being. These are scattered about all over the place. They have poor accuracy but fire in rapid succession with each shot taking five points off your armour, so they're quite deadly when they hit. They're not particularly well armoured though, taking only a couple of hits to destroy them."



**L1 AAA, Armour: 50 Cannon: 5**



**GASKIN, Armour: 75 Missile: 25**



**BROW-2, Armour: 75 Machine Gun: 10**

These are the reconnaissance vehicles which are fast and manoeuvrable with a 14mm heavy machine gun which takes 10 points off your armour with every hit. Their armour isn't particularly thick so are quite vulnerable and are destroyed with only three Hydras.



# SHOWCASE

## MISSION STATEMENT

To give you a good idea of the task you are undertaking when you load up Soviet Strike, here's a mission by mission breakdown of the first level and so not to spoil it for you a brief overview of the other levels. It is also important to note that various sub-missions will pop up from time to time in a random manner which divert you from the task at hand for a while.

## LEVEL ONE: CRIMEA STRIKE

1. The first mission requires you to destroy the two early warning radar sites which will then allow you to fly hostile airspace undetected. They are not particularly well defended with only a couple of light anti-aircraft guns surrounding them. Knock out the guns first leaving the radars vulnerable to attack.

In during the course of mission one you are interrupted by a call for help from Sibille agent and ace pilot Nick Arnold who, along with other intelligence agents has been taken hostage and are about to be executed. Beat them out of the POW camp by taking out the four enemies first, then take out the anti-aircraft guns and the GAZ-69 reconnaissance vehicles. You'll find Nick and the other agents in the various stone buildings in the camp. Time is of the essence in this one, so pack better hurry.

2. Things start to get a little more dangerous on mission three. Your task is to destroy the helicopters and buildings at the well protected temporary airfield. The helicopters are on the ground so pause my friend. Just the surface-to-air missile vehicles known as the Grailas and the anti-aircraft guns do so watch yourself. Take out the guns first then the radar towers before advancing to the final objective. Watch out for the ZSU mobile air defence vehicles too as they are heavily armoured and pack quite a punch.

4. For the fourth mission you need to rescue 14 out of the 16 POWs who are being used Saddam-style as a human shield, and take them to one of the two landing zones in nearby forest clearings. Your armour is boosted considerably for each new POW rescue to retrieve. The best way to go about doing this is to drop your cockpit off at the snow plough at the bottom of the southern POW camp. He then uses it to devastating effect to trample over incoming Comanche soldiers making your tank slightly faster. Take out the corner posts and any anti-aircraft



Inside the buildings are the US AAA, BMP and MBA POWs whom you must rescue to successfully complete the mission.

gun turrets destroying the buildings and rescuing the hostages. You also need to rescue Nick at some point after he gets himself into some serious strife.

5. By now you're aware of the whereabouts of the six KGB Headquarters where five Commanders are hiding out. Three of them need to be captured as they are carrying some vital mission information which is broken out of them at a later date. Destroy the buildings they are in and catch them as they try to make their escape.

6. Mission six requires you to destroy the heavily fortified interior training camp which, out of structure and vehicles, begin by eliminating the surface-to-air missile launchers and ZSU-23s, then taking out the power station supplying the local radio. Then proceed on to a shock troops challenging whatever remains. The caption though in the larger buildings usually contain some sort of vehicle with a big gun pointed in your general direction.

7. The final mission we allow you to experience on the enemy villa and learn their plan. How you ask? Well Stalin, not can pick up encrypted satellite communications when in the enemy vicinity. So fly around the perimeter of the villa and kill all the enemy soldiers and destroy the Grailas. Then fly over the villa itself and destroy the BMP armed

troop carriers and the ZSU. Proceed to the east of the villa and drop off your cockpit who will then go into the villa and win it to blow which you send off yet further attacks. Don't stay too far though as once the cockpit is down you'll need to pick up your cockpit and get back to HQ in one piece for a hero's welcome.



**BRDM-3, Armour: 75 Missile: 75**  
A modified version of the BRDM-2 stout, the BRDM-3 is now fitted with powerful anti-tank and anti-helicopter missiles which each take 25 armour points off your Apache helicopter with every hit. Blast them with their Hydras or just a single Hellfire and watch them burst, lovely.



**BMP, Armour: 100 Missile: 25**  
This is the armoured troop carrier that has a powerful enough anti-aircraft missile to credit but is highly inaccurate. Its use is to transport troops across rivers and can operate in a chemical battlefield. It has thick armour which requires a Hellfire to penetrate and destroy it.



**ZSU, Armour: 150 4 Gems: 5**  
You biggest headache on the first few levels is the ZSU or 'Zsu' as it is known to its friends which provides mobile air defences. It has thick armour needing a Hellfire and two Rethems to destroy it. It also has linear gauge guns which fire in very rapid succession taking five points off your armour with every hit.



**HVY AAA, Armour: 75 Gun: 5**  
The HVY AAA is the gymnasium systems which utilise the heavily armoured gun shells if installed around a permanent facility. They are not particularly difficult to destroy and take only three Hydras to destroy them or if you are in a hurry you could use one of your deadly Hellfires.



## LEVEL TWO: BLACK SEA STRIKE

The second level of Soviet Strike has you sent deployed at the Sea of Azov which adjoins the Black Sea. Your objective is sum 'em, vote the socialist over the Black Sea and prevent the hijacking of a number of ex-Soviet ships and their nuclear ICBMs. To achieve this, you will need that most of this level will be spent destroying convoys, ships, oil tankers, radar sites etc. and removing the ICBMs.



Look at those blinding effects, impressive eh?

Destroy the bridge to cut off their supplies.

## LEVEL THREE: CASPIAN STRIKE

The third level believe or not actually takes place 40 miles north of the original Desert Strike at the Caucasus Mountain Passes. Your overall mission objective is to protect an ex-Soviet chemical weapons plant from being captured and sent to killin' us. To this end you must destroy the advancing formations led by a certifical genocidal maniac named Savak, whom extrisically must meet his maker.



More Desert Strike style atmospheric stuff.

Just look at those background levels.

## LEVEL FOUR: DRACULA STRIKE

We're off to Transylvania for the fourth level where a nuclear power plant which has been polluting the area for decades has been replaced through an act of deliberate sabotage. So the Strike team joins the Green Werly Brigade in an attempt to deal with the nuclear reactor whilst performing a number of humanitarian missions too. These involve rescuing locals and scientists that have been brought in to deal with the problem.



More pollution, I got carry for the people.

Destroying civilian houses is good too.

## LEVEL FIVE: KREMLIN STRIKE

Not to be too much away the final level takes you to Moscow where Russian leaders have been kidnapped and are soon to be executed. Your objective is to prevent the military coup and ensure the wellbeing of democratic Russian leaders, among them Boris Yeltsin.



Excellent Moscow based aerial action.

Boris looks very cool doesn't he?



Destroy the power plant so the terrorists can't use their electric bombs.

About the drama, I assure you that Boris is there. Probably not though.



**BT-70. Armour: 100 Machine Gun: 10**

This vehicle is capable of carrying a squad of infantry and has a sq green heavy machine gun capable of targeting helicopters etc. yes. It has good armour which takes one Hellfire to destroy and a powerful machine gun which takes 10 points off armour.



**SPEEDBOAT. Armour: 50 Machine Gun: 5**

The speedboats are quick and highly deadly with armaments ranging from machine guns to SAMs and even some AAA guns. Get hit by one of the Surface to Air Missiles and it's going to hurt with each hitting you of 25 armour points. Destroy with two Hydras.

**RHO. Armour: 150 Weapons: 25**

These are highly dangerous enemy aircraft which should be approached only with extreme caution and a full compliment of sensors. It fires smart missiles very quickly, each taking 25 points off your armour in a short space of time. To eliminate this nightmare from the skies use a Hellfire and a couple of Hydras. That'll sort it out.



## NEW SATURN ONLY FEATURES

That's right, since the PlayStation version of *Apache Strike* was launched in November of last year these guys at EA haven't been simply resting on their laurels. Oh no. They've been putting the finishing touches to the Saturn version which includes quite a long list of new features that have been added or improved over the PSX version. Don't believe me, eh? Well just take a quick gander at this list before pushing it to PlayStation owners' faces.

1. Most noticeable in the PSX version is a new easy difficulty setting for novices to the Strike genre or people who just can't be bothered to play it properly. This has the downside effect of doubling your firepower and reducing fuel consumption by 25%.
2. The on-screen display with fuel, armor, lives etc. can be brightened or dimmed to make it clearer or less obvious. The clearer it is, the more there are not any annoying black backgrounds on the display.
3. New special weapons are hidden in a hard to find place on each level. The Super Chopper gives you 400 rounds of dual canons fire and there are Maverick Miniguns which will blow up just about anything on the game.
4. The front end of the game has some pad improvements and allows you four different button configurations.
5. The multi function display with the map is in a higher resolution in the Saturn version.
6. The compass on the Saturn version has actual numbered bearings.
7. One of the most important improvements which was lacking in the PSX version is that the cows stop when they are shot at.

8. The level parameters are in actual English to add to the authenticity.
9. The front end audio screen has better layout and better graphics.
10. In the Saturn version there is a stereo and mono setting available for those of you without a ridiculously expensive TV.
11. On the second level the sound effects have been added to the grounded helicopters to make them sound as if they are actually trying to take off.
12. The Saturn analogue pad is supported both in analogue and digital mode. Another good reason to buy NGC CDs readers?
13. There are a NEW HUNDRED known bugs on the PSX version that have been fixed in the Saturn version.
14. The graphics have been improved on the Saturn version to give the enemy helicopter shadows on the ground.
15. The multi function display menu where the map can be found has been edited and cleaned up somewhat.
16. There are more "Stalge" arms in the fourth level that may be used as fuel, evening up the balance of the level.



**T-55, Armour: 175 Turret Gun: 25**  
This tank was designed during World War Two by the Soviets who kept producing it until a decade ago. It has thick armour and takes quite a bit of blasting to get it out of action like a Hellfire and three Hydras to destroy it or if you have them it's probably easier and quicker to use two Hellfires.



**SKAR, Armour: 150 Missile: 40**  
The SKAR is a mad deadly rocket system which will blast you out of the sky given the opportunity with its powerful rockets. It has quite good armour too meaning that it will take a well aimed Hellfire and a couple of Hydras to put this one out of action for the foreseeable future.

## YOUR CHOPPER

In the latest installment of the *Strike* series your helicopter menus pretty much the same as in the previous ones, a customized version of the Apache Helicopters. However with your new army having the latest in high-tech weaponry at their disposal, your craft needed enhancing somewhat. As a result your Apache is now fully kitted out with eight ordnances capable of destroying just about anything in the entire game as well as the usual choppers, Hydras and Hellfires. Take a look at the damage you can do.



### SIDEWINDERS

The new addition to your Apache Helicopters, the sidewinders are capable of doing more destruction than your other weapons taking 500 points off the enemy armours. However you only have eight of these per level as unfortunately they cannot be reloaded with the regular weapons so you quickly. The explosions look rather nice too.



### CHARGUN

The Chargun is a tall on the heli strip side and is often referred to as "The Big Gatt-Gun" for obvious reasons. It fires over shot after another in rapid succession with each shot taking only three points off the enemy's armour. It might not be useful to use against anything other than enemy soldiers due its relative ineffectiveness but can be used to destroy enemy buildings so as not to waste your limited supply of the more powerful weapons. A good strategy there, then...



**GAMFIIR, Armour: 150 Missile: 50**  
These mobile anti-aircraft missile systems are often located around radar stations as this aids their accuracy and are capable of deadly firestorms damaging your armours by 50 points. They do take a while to reload so hit them with a Hellfire and a couple of Hydras while they're busy doing that.



**GAMEE Launcher: 75 Missile: 150**  
This long range anti-aircraft missile can be launched from a fixed site or a mobile launcher and is very dangerous when combined with a radar. Getting hit will cost you 150 points of armour so it doesn't come recommended. Use three Hydras or a Hellfire to destroy this weapon of mass destruction.

**HYDRAS**

One of the many weapons at the player's disposal is a plasma hydra gun. It's a bit of a curse, as it's obviously quite powerful. They are however in limited supply as you can only hold 2 of them so be careful not to waste them. Use them together with the shrapnel gun to increase the destruction.

**HELLFIRES**

These ugly-looking missiles are the business taking 100% health of the energy armour which is enough to destroy most of them. Again though, you can only carry a small number of them so you'll need to use a set off the gun to enhance said arm and only have 2 of them. Use the only weapon accessory.

**MAVERICK MISSILES**

The second of the most weapons in the challenge is a missile which will blow up just about anything in the entire campaign. They are not particularly easy to find though, as you only get 2 of them, but they have awesome power.

**SUPER CHAINGUN**

This weapon gives the player a much more potent weapon than the standard Chaingun. In the Saturn version of *GoldenEye* it is an enhanced version of the chaingun. Collecting this leads to the next mission provides your Apache with a dual chaingun/chaingun ratio as powerful as the major challenge and gives you a good chance to play with.

**T-80. Armour: 200 Main Gun: 50 Machine Gun: 5**

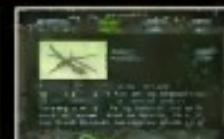
This is the best tank in the Russian army and your worst nightmare. It is capable of outrunning and outgunning just about anything NATO can throw at it, until now. This one will take two Hellfires to destroy but watch out for that main gun as it packs quite a punch.

**BM-21. Armour: 50 1 Missile: 40 10 Missiles: 400**

Read the stats back and sweep. Get hit by four of these missiles even with full armour and you're toast. These rocket launchers have been around since World War Two and are highly dangerous but relatively easily destroyed with only a couple of Hydras.

**HIP. Armour: 300 Rockets: 50**

This helicopter has been in the Russian army for sometime and it's easy to see why with very thick armour and heavy weapons. However it has quite a slow rate of fire which is one of its few drawbacks. To shoot it down you'll need either three Hellfires or sixteen Hydras so you'd better be stacked up.

**HAVOC. Armour: 300 Rockets: 75**

The HAVOC is the latest in helicopter technology being heavier and with more horsepower than your Apache. In fact if we're talking specifications it makes your machine look like budgie the helicopter. With its increased fire control and heavy armour the bird poses a very real threat.

SHOWCASE





# THE HEX FACTOR!

After the horrible disappointment that was the Saturn rendition of Doom, GT Interactive are all set to redeem themselves with the imminent release of Hexen. Hence this particular showcase penned by RICH LEADBETTER.

I have to admit that when it comes to videogames from the Id software stable of developers, I have a very particular interest. In fact, personally, Id are just about the only coders inside the United States that have really earned my respect. Each of their games is a graphical masterpiece, each of them offers something new in terms of gameplay. And all of them have gone down as classics in the annals of PC gaming.

Hexen is a game that was released on PC about 1½ months ago. It used an enhanced version of the classic Doom engine to provide what was then state-of-the-art visuals. The corrugated action of Doom was expanded to encompass different types of terrain, unsharable windows, more background scenery and many more special effects. Enter Raven Software, as of late. There's no doubt that their supreme competence when it comes to adventure games, and combined with the Id engine, you're guaranteed something special. And Hexen is indeed something quite special. In this showcase you'll get a whiff of just how particularly spiffy the improvements over Doom are. You'll also see just what kinds of creatures and weaponry await in this pretty decent game. So, any way, enough of this small talk. Onward!

*Hexen is reviewed on page 66.*



This particular cleric weapon is excellent - sapping enemy energy at close range, and dislodging green bolts at long range.



## CHARACTER CLASSES

One of Hexen's best advantages over Doom (and even Quake) is the addition of three different character classes. At the beginning of the game, you choose the class of character you wish to be and this determines which weapons you get in the game. It should be noted that Weapon #4 of each character requires the collection of three separate parts before it can be used. As it is, the classes each have their own strengths and weaknesses, as you shall discover as you read on...

### CLASS: FIGHTER

SPEED: 30  
ARMOUR: 30  
MAGIC: 1  
STRENGTH: ?

### BARATUS



**NOTE:** When it comes to sheer ethnocism and power, you can't really get better than Baratus the Fighter. In terms of strength and power of attacks, this guy is a class of his own. He's also "useful" in that he can run faster and jump higher than the other two classes. When it comes to use of mana, Baratus is also impressive, despite his crappy magical prowess. Three of his few weapons can be used without mana and the use and harness only use minute amounts of the mystical magical energy. A powerful character indeed.

### WEAPON #1: SPIKED GAUNTLETS

The most powerful basic weapon, the fighter is able to dish out three punches in quick succession before a pause, making him able to dish out more damage than other characters using this level of weapon. The fighter has an easier time to begin with obviously.



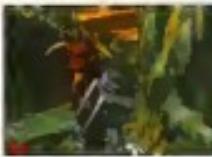
### WEAPON #2: TIMON'S AXE

This has longer range than the gauntlets and is also over twice as powerful, making it a very decent weapon. It uses up two blue mana every time you use it, although the mana is only lost if you actually connect with a foe.



### WEAPON #3: HAMMER OF RETRIBUTION

As a close range weapon, it's not that much more powerful than the axe, so it's best to use it as a long range weapon in conjunction with green mana. In its long range form, a green fireball is dishes out which can take out multiple targets. The price? Three green mana, to you sir.



### WEAPON #4: QUETUS

This enormous great sword is the pride of the Fighter's arsenal, but its power comes at a cost. Press fire to loose off five powerful green fireballs which can annihilate a group of monsters up close or at range. It utilizes 14 blue and 14 green mana.





100

At close range, the action gets pretty damn pyro-tastic! As you see we here...



You start the game with close-range weapons such as the gauntlets or the mace (pictured above). These are pretty unpowerful tools.



CLASS:	CLERIC
SPEED:	7
ARMOUR:	8
MAGIC:	6
STRENGTH:	6

**NOTES** As you would expect, Parius is in the middle man between the physical fighters and the magical mage. Among his strengths is his use of the firebombs. He drops them and they explode to envelop his foes in a poisonous gas cloud. Parius is also notable in that he has the best homing weapon - the Wraithverge. However, its power comes at a price: merely 1/8 mana... of each colour! In multi-player mode, Parius tends to be the character of choice. Note that we'll find out without a link-up cable...

## PARIUS

### WEAPON #2: MAZE OF CONTRITION

This is quite similar to the Spiked Gauntlet employed by the Fighter. Unfortunately, although the maze has a longer range, it isn't quite as powerful. On the plus side, you don't have the embarrassing pause after the third consecutive hit:



### WEAPON #3: FIRESTORM

A powerful wra-pet that inflicts plenty of damage, the Firestorm sends a streak of fire hurtling along the floor. One problem is that it hits the floor, so you can't fire it across gaps at your enemies. You get fairly good value out of the four green mana used to fire up this baby:



### WEAPON #2: SERPENT STAFF

A most useful weapon, at close range, it burns your enemy's life-force. At long range it fires off venomous green blobs. On the plus side, it's easy on the mana, using just one dollop of blue mana every time you fire:



### WEAPON #4: WRAITHVERGE

As mentioned above, this is the most powerful homing weapon in the game and also the costliest in terms of mana (1/8 of each colour). Ghosts shoot out that seek out and exterminate any targets in the area, circling around their prey. Impressive:



## ALL-NEW ADDITIONS TO THE DOOM ENGINE!

Deveron's 3D engine is pretty damn sweet (on the PC at least) and the Saturn has its work cut out faithfully replicating what the PC version of Heretic achieves. Basically, the graphics have been taken to new levels with far more detail!

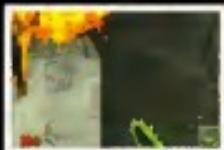
### 1. SWING DOOMS

In Doom, doors simply went up and down. In Heretic, you get a whole bunch of swinging doom, even crashing ones. There are even some bashing door fiends spewing death traps to contend with:



### 2. HUGE DROPS

In Doom, you could pretty much fall as far as you wanted without resulting in too much damage. Not so in Heretic, which features sheer drops which result in an inevitable death. Ouch. Handle with care, Hereticists!



### 3. LOOK UP AND DOWN

An enhancement made to Heretic (Deveron's PC predecessor), here you can look up and down to a limited degree. It's nowhere near as free as Quake, but it does come in handy for grasping the aforementioned sheer drops:



### 4. EXTRA DETAIL

The environments have been tinted up with far more variety, such as trees and what-haves-you, designed to make the landscapes look more interesting and aesthetic. And it works, too! The first level is particularly good...



CLASS:	MAGE
SPEED:	4
ARMOUR:	2
MAGIC:	10
STRENGTH:	4

**NOTE:** Pretty weak in combat, Daedolon specializes in long range fighting, keeping his opponents away from his frail body. Although his attacks use up more mana than his comrades', Daedolon is correspondingly more powerful and he also has the advantage of having a fairly decent ranged weapon that uses no mana whatsoever. There's certainly something of an art to using Daedolon and taking him to his limits, and certainly he's the character which requires more than the skills you would have honed in Doom.

#### WEAPON #1: SAPPHIRE MAND

The weakness of this weapon is kind of made up for thanks to its long range power, allowing you to take out foes from a distance. It's also notable in that the bolts pass through foes, so if there are a bunch of them in a row, they'll all be equally damaged. Intriguing...



#### WEAPON #2: FROZEN SHARDS

Vasically, this is a most impressive weapon. Each bolt takes up three of your hand-spared blue mana, but for that outlay you get a total of 10 bolts flying off at your opponents! At close range no bolts are fired, but you get almost double the damage.



#### DAEDOLON



#### WEAPON #3: ARC OF DEATH

Bolts of electricity are cast from the ground and the ceiling in a most impressive manner. Once it has a target, it locks on and electrocutes the hapless creature for a few seconds. For this fine feat of destroying service you're charged a fairly decent five green mana.



What we haven't had space to include are various artifacts. One of these can even be used for flying purposes. Others reveal your foes or even turn them into striking prey!

#### WEAPON #4: BLOODSCOURGE

This is the Mage's equivalent of the Devil's Whirlwind attack, only far more powerful. Using 15 of each colour strain of mana, it unleashes three immensely damaging fireballs. Any one of these can destroy any of the creatures with one hit.



#### 5. INTERACTIVE SCENERY

There's plenty of stuff to knock into or interact with in other ways. On the first level you can see pretty of stained glass windows which are broken to several useful points up. Also look out for hostile trees!



#### 6. SET-PIECES

Some of the happenings in Heron are pretty cool, in fact they could almost be described as set pieces. Possibly the first you'd find is ringing the colossal bell which is found (not surprisingly) in the Bell Tower on the first stage.



#### 7. MORE VARIETY

In the Heron stages, there is far more variety in the make-up of the levels. Doom was pretty much limited to solid floors, water and energy-draining ceilings. Heron is a bit cleverer. A case in point is the mutant-packed swamp



#### 8. BETTER PUZZLES

Doom wasn't particularly noted for its puzzling, although the switcheroo were there. Heron's system boasts a lock-system which means you need to rotate your steps to various levels and engines newly opened areas.









# RAGE HARD!



More Saturn loveliness arrives this month courtesy of those ever-so-busy AM departments. Die Hard Arcade is the Saturn's full 3D answer to Streets of Rage, and most enjoyable it is too (although too short). Here's all the exciting bits, courtesy of RICH LEADBETTER...

**T**here's something just a bit too satisfying about fighting games. With the Virtua Fighter series, it's one-on-one combat at its best - a test of wits and technique against a human opponent. With the side-scrolling beat 'em up, things get a bit more violent. It's you against the world and everyone - yes, *VIRTUA FIGHTER* - who does does your punks will be the unwilling end of a faceless sandwich, or a tick to the bouncers.

The type of game, popularized by Capcom's Final Fight and Arcadia's Streets of Rage concentrates even on Savage fighting and short term thrill than VF's techniques fades style.

At these has gone on, so far has the savagery of the games. The 16-bit games' mouthful bats, mouthful sprays have given way to bigger and better hardware. Like rocket launchers. And anti-tank guns. Things are just a bit more realistic now - thanks to us small part to the excellent 3D graphics the Saturn is capable of.

But the thing is, it doesn't really matter how insanely reprehensible these games are. The fact is that they're fun. And *Die Hard Arcade* is much a game. [www.sonic.com/diehard.htm](http://www.sonic.com/diehard.htm) Films such as *Commando* or *Blaster* and [www.sonic.com/blast.htm](http://www.sonic.com/blast.htm)



... when carrying the baddies...



... you can arrest punks and take 'em out fast



... when pressing, it's possible to attack...



... Virtua Fighter-style throws, like this one...



... traps your inv. back to the gun...



... followed by a decimating assault...

with it, highly unusual. I didn't realize just to have unique slightly as the button-pushing noise and accompanying in-between action that occurs when your opponents get struck square in the testicles. It's a classic videogames moment. On the left, where you unleash the power of an anti-tank rifle in the small confines of a meaty lettuce. The simple fact is that like the best action films, *Die Hard Arcade* features many interesting set pieces guaranteed to amuse. Like battling the end-game baddies like pulp using his own golf club! In fact, all that's missing is the trademark Schwarzenegger one liners. But I'm sure you can make up your own. If you're clever enough.

## WHAT'S IT ALL ABOUT?

Any one who has ever played Final Fight or Streets of Rage shouldn't have any difficulties getting into *Die Hard Arcade* as basically speaking the game concepts and even the button layouts are very similar. However, AMH and the Sega Technical Institute have rather comically grafted in extra layers of Virtua Fighter-style games play into the mix so the control system works. That's why there's a whopping great menu list on the screen.

The teams have even expanded the old "pick up a weapon" system to include multiple techniques for each tool you collect, depending on what it is. Plus you'll find some pretty smart extras, including the ability to arrest some punks, handcuffing them and removing them from the action that way. Or collecting a lighter and lighting your pepper spray just like James Bond did with in the line and let off.

The bottom line is, *Die Hard Arcade* is very easy, taking the Final Fight genre into a new domain that's more just the same old gameplay in a 3D environment, even if that 3D environment is very nice.

When a game is truly innovative, aspects of it get copied. Already we're seeing elements of *Die Hard* turn up in pre-production software, such as the September Coss game, *Judgmental Piece*, which looks like being even better than this!

## LIVE AND LET DIE HARD ARCADE

The other staple element of the side-scrolling fighting game is the simultaneous two-player mode. *Die Hard* gives you such a mode, whereas a decidedly flat-directed brawler detective makes the same, armed with all of the same techniques as the snake copper. It's this element of the game that does increase the testability. And it needs it, because just like Final Fight and Streets of Rage before it, *Die Hard* is just two short and fine.

But it's to a half of a lot of fun.

*Die Hard Arcade* (Sega) (M) (C) see page 66.



... And finish with Max's three-finger W!



Max vs. Max deathmatch mode. When you're this violent, Max wins.



Triple Kick	BKB
Punch combo	PPP
Kick combo	CBB
Punch, Kick combo	PPPK
Kick, Punch combo	BPP
Spin Kick	F+K1+K2
Jumping overhead punch	JP
Jump Front kick	JK
Jump ST download	CD+K
Jump back	CD
Jump backward	CD (88) CD
Run	CD
Running tackle	P while running
Running sideways	K while running
Handspring back	CB during jump
Dragon punch	P+K
Running shoulder	CD+H
Double back kick	CD+H
Shoulder slash	J CD+P
Knee slash	J CD+P
Backflip	CP
Turning sweep	CKE
Low punch combo	CD+BPP
Low kick combo	CD+BKB
Low punch/kick combo	CD+BPP

Punch, elbow	PPP
Pin down, elbow head	BBBB
Forwards throw	CIE
Shoulder throw	CH
Head slash	F+K1+L
Forward stomach throw	F+K1+L2
Start swing	PPRPP
German suplex	PPRKE
Leg swing	PPP
Spiral	PPK
Flairtamer	PPP
Headlock slash	PPK

COMBO'S FROM THE STREETS	
Overhead swinging	PPP
Wide swinging	BBB
Back swing	CP BB CB
Jumping stab	J+P
High kick	CKE
Low swing	CKE

COMBO'S FROM THE STREETS 2	
Launch missile	P
Front kick	P
Front swing	CKE



Another grapple comes out with a kick.



PRESS START



This is it! Knocking on the ground...



PRESS START



... our hero prepares a devastating knockout!



PRESS START



Wow! And it's all over. Very painful.



PRESS START

## LEVEL PREVIEW

The route through this terrorist-infested building is fraught with danger. Usually taking the form of multiple bad guys with a chip on their shoulder and some form of weaponry in their hands, this is the kind of action waiting for you in *Die Hard Arcade*.

### 1. Fire Escape

The action starts outside the building. A very simple stage with just a couple of missiles to whack out first, a taste of what's to come.



### 2. Inside the Building

Again, very simple. The cleaners have been here, keeping hold of a broom. Use it to clean up the mess inside this room (X) then off.



### 3. Elevator Hallway

A short space where you get your first taste of heavy action firefights. How sharp creeps up in the form of guys arriving via the lifts!



### 4. Car Park

Arriving in the car park, there's some trash to dispose of. Luckily there's an enormous skip here (which one of the bad guys falls into).



### 5. The Fire Engine

Bad dudes have descended up as firemen and are now set to attack you about a bit. Dodge their incoming engine, avoid the water Menzis and let 'em have it!



### 6. The Men's Room

ordes of trash here as you enter the toilets and beat

> everyone shoot. Now which comes last? Left that attack gun on the floor? Stunck...



### 2. Robots of Death

Recently got tough in the news of two heavily armored robots. They're the toughest opponents you'd have faced yet and take plenty of damage.



### 3. The Lobby

Arriving at the building's main entrance, the screen is packed with bad guys. There are everywhere. Grab one and fire. Kill everyone with bad poison!



### 4. The Fountains

Moving back into the depths of the building, you face up against two bad girls and a similarly bad guy. The girl is easy to arrest, then fight again!



### 5. Aquarium

Things are definitely a bit fishy here. Your main adversary is one very big guy who gives peace never headache... Literally. Things are getting tough.



### 6. Antenna Action

The bad guys here are more into defensive fighting, trying to make your collide with the rotating aerial, which comes around the perimeter of the play area, spike mind arena, smashing everyone in the head. Use low combos and destroy them!



### INTERMISSION EXCITEMENT

In the early days of television, viewers were often entertained between programs with beautiful landscapes or small furry animals, accompanied by classical music. Much like *Die Hard Arcade*, just the intermission scenes between the hardcore beat 'em up section comes down to revolution-testing sections showing your fighter taking down an enemy with a surprise, off-the-cuff technique. That's if you get it right. Fail and the action goes to the manual slide-in view and you have to find them the hard way. On later stages, more enemies show up to give their pals a hand. So get it right!

### VIOLENCE? THIS?

On the options menu, there exists a rather bizarre option: VIOLENCE. Choose the default setting to...



This combo consists of a single...



... very painful gut punches...



... followed by a "Glasgow Kiss..."



... and finally a single style throw.



... a single style throw.



... and finally a single style throw.



It's a knee to the gut! Yowza!



... followed by a headlock and a punch...



... and finish off with the wrestling...



... style three. Another awesome grub mate.



... and finally a single style throw.



but don't worry, this doesn't mean that the in-game characters resolve their differences through negotiation. Oh no. In fact, the only difference between the violence on screen is the appearance of red pixels just preceding the blood which are displayed whenever a kill connects. This is clearly an after-thought (probably added by Sega of America) which is a bit of a let-down, really. Violence on/off included. Pah!

### WHATEVER HAPPENED TO ST-V?

After all these years should have, to the non-crafty, include board segs developed based on Virtua technology. Well, actually, ST-V is a farce, just with extra memory and better sound. *Die Hard Arcade* is actually the last game to use the ST-V board on SEGA SATURN MAGAZINE can only wonder what has happened to ST-V development. There've been some classic games developed on the board such as Virtua Fighter, Virtua Fighter 2, Virtua Fighter 3, Virtua Fighter Kids - all of which have been perfectly ported for the home market. It would be a shame if Sega of Japan has stopped ST-V development, particularly if the VTF 3D accelerator cartridge remains unboxed to be true, let's wait and see eh?



Spring up	For R or J
Fall over	○ For R or J

Three projectiles	P
Frost kick	E

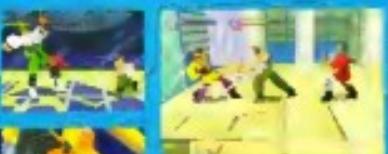
Blinking	PPPPPP
Bringing	EXX
Back swing	CP
Jumping stab	AP
Jumping spike	J CP
Low swing	CB

Sheer	P
Jumping stab	AP
Toss & shear	CP
Groove stab	CP
Roundoff	Grab sweep, then PP or EB

Fire gun	P
Overhead swing	E
Back swing	E
Hard-Back swing	CB



Our hero strengthens a low-Max cookie against one of the bosses, and it worked.



Great success! Now the rocket launcher...



Here we are in the Car Park...



... Where our hero lets off a Dragon-sight...



Forget the bosses. These friendly robots are your toughest foes. Testing them all especially those master police variety.

## 12. Robots' Revenge

Remember those tough mother-robots from the *Bretonny Island*? Well, meet their big brothers and ready yourself for the toughest fight of the game yet!



## 13. The Lasso

A kiddy rope with three very big, very mean "holes". Luckily, there's plenty of assistance lying on the floor like everything against these guys!



## 14. The Lift Shaft

A change of place as you click up use of two buttons. Just follow the left/right instructions on-screen and grab those power-ups.



## 15. Walkway

The game starts in throne to just about as many opponents as it can handle. Mostly they come from the left - use that rocket launcher on the mothers!



## 16. Reception Area

A slew of bad guys and Fireman come up... determined to do their worst as your sorry ass. Save the rocket launcher for the BIG Fireman of the pack.



## 17. End Boss Gorefestation

This is it! The life of the president's daughter is at stake and you need to take down the world's strongest mass o'mass, Bretonny Island!



# The MegaMix

Once again SEGA SATURN MAGAZINE returns to AM2's latest Saturn title: the incredible Fighters Megamix! In the last issue, we revealed a couple of the secret characters and dropped plenty of hints for you to guess at. This month, the waiting is over! All of those secret fighters are fully revealed, plus we reveal some more AM2 oddities added to this classic. Oh, and we interview the programmers. RICH LEADBETTER writes...

**A**t the time of writing, Fighters Megamix has been out just under one month in Japan and just about everyone who has the game has all of the secret characters saved onto their Saturns. But there's a lot more in the way of secrets to discover yet and despite the Japanese doing their hardest, the game still has many hidden aspects not yet revealed! We aren't going to spoil everything in this feature, but we do show off a lot more of the game following last month's basic play guide (and if you don't have that, shame on you! Get a back issue NOW!).

Having spent many, many hours playing the title now, we're finally able to tell you guys exactly what the game offers over and above Fighting Vipers and Virtua Fighter 2. We've also been able to conduct a comparison with VF3, from where a lot of the VF characters draw their techniques.

## MEGAMIX: A CUT-DOWN VF3?

The big question of the moment is, just how much does AM2 give away with Fighters Megamix? Is the game really an 'almost' VF3 as everyone is making out? In our last issue, we said that around 70% of the VF3 moves have been included and we pretty much stand by that assessment.

However, after a return trip to the arcades, we can report that the actual gameplay in Megamix is a lot, lot different. If you're hoping to use Megamix to "train" for VF3, there's some good news and bad news. First the good: yes, the moves are much the same and this will prepare you well. The bad news is that any in-depth experience you build up in terms of core Heavies and what-have-you won't really help at all.

The system for Rooting coaches in VF3 is entirely different - not least because of the different level of

difficulty on each of the stages. Also, some moves in Megamix will float your opponent (allowing you to score extra hits) whilst others won't. The system employed for attacking on the ground is entirely different too. The dodging, with the escape button is a different kettle of fish as well. Can you see where we're headed here?

The bottom line is this: Megamix has VF moves, but in terms of actual gameplay, the title is more like Fighting Vipers. Yes, even when you switch to VF mode! VF has always been technically flawless, specialising more on precision control than the intentionally more arcade Fighting Vipers, and in short the tactics used in VF are pretty much totally new. So that's that sorted out then.

to AM2's latest Saturn title:

# FIGHTERS MEGAMIX



Andy Win in a Megamix VF3 and FF3 mix. And some weird stuff too.



Mira shows her secret character, Bentahira with the power of his dashing shoulder charge! Depending on the costume choice, Bentahira either has a VF or FF shirt on underneath!

# Continues!



One of the most impressive features about Fighters Megamix is undoubtedly the lovely lighting effects. Particularly on the stages pictured around this caption.



## PAL CONVERSION UPDATE

As we wrote, AM3 are embarking on converting across *Fighters Megamix* to the PAL Saturn system. We can guarantee a full-screen, full-speed display and the conversion should be as flawless as *Virtua Fighter* was. Very good news indeed, then.

Sega of America have demanded some cuts from their version of *Fighters Megamix* and in the past Europa has had to put up with a conversion of the US game. Not so with *Megamix*, which will feature EVERYTHING that the Japanese version of the game had along with various gameplay tweaks designed to get the most out of the game. For one thing it should be tougher than the Japanese game. More good news eh?



Europa has some of Asia's revisions from VS.

*PAL Fighters Megamix* will be reviewed soon.



Ryu is hardly the powerhouse he was in *Fighting Fighters* although he's doing his best against Malfort. That's why the Ryu-Baba secret character is so important.



Some basic moves have been added as there effectively removes a couple of them from SM6.



## TEN HIDDEN FIGHTERS

As we gave away in the last aptle issue of **SEGA SATURN MAGAZINE**, extra characters are added to your fighting roster by completing the various permutations of the one-player mode. In all there are nine different courses of different fighters... complete them all and the hidden fighters are yours.

### SECRET CHARACTER #1: JAREN MARSHALL

The new heroine from Virtua Cop 2 is added to your staved position by completing the All Girls round of Megalopolis. Full details on what she can do were in the last issue. Since then a couple more new moves have come to light. Fire three shots quickly in a row and you get the trigger from Virtua Cop a short "reload" and you get to see Jaren put new ammos in her gun. Also try out D-O-D-O-PING as a throw to twist your foe around. Follow up with P+G for a stunning three control.



### SECRET CHARACTER #2: KIDS AKIRA

You get the Virtua Fighter Kids edition of VF's most powerful player just by completing the Virtua Fighter round on the one-player mode. Just the same as normal Akira but with shorter arms and legs.



### SECRET CHARACTER #3: KIDS SARAH

Like Kids Akira, you get Sarah in her kids form by completing the VF round. She suffers from the same arm/leg problem as Akira. Oddly enough, her stage is a revised version of Sarah's stage from VF1.



### SECRET CHARACTER #4: KID CANDY

Complete the never-round for this new version of Candy (just press K on Candy on the character select screen). There are two different versions of this costume to get through...



### SECRET CHARACTER #5: REAK

Curious as to why AM2 did not include some from the blue hedgehog's arcade fighting title in Megalopolis? It's simple. Sonic is a creation of the Sonic team. That's why they're here. Reak is bomb-throwing character from *Sonic The Fighters* and has many different incendiary-throwing techniques. Try G+G, O+O, O+H and G+P by using the dash technique. It's also possible to see Reak run up the walls in the general bath of the *Sonic Fighters* in Megalopolis based backgrounds based around *Sonic The Fighters* too. Cool eh?



### SECRET CHARACTER #6: BARK

One of AM2's lesser known arcade hits is *Sonic The Fighters*, which although immensely playable and most enjoyable indeed, didn't receive that much of an outing in US arcades. Bark is one of the fighters that AM2 commissioned especially for the game, adding their own characters to the cast created by the Sonic team. What is strange is that Bark has several themes that only work when his opponent is one of the VF kids or a fellow Sonic fighter. Try O+D+PING, O+D+G, O+H+G, and G+O+C+G. There's also an alternate costume Bark, which is pictured below. His usual *Sonic The Fighters* look is replaced with a *Sonic Clues* costume!



**SECRET CHARACTER #2: BENTAHERO**

Not exactly one of AM2's finest hours, Bentahero was a role-playing game released on the Megadrive in Japan a few years ago. A blake with a robot-suit, essentially, Bentahero is powered by batteries (shown above the energy bar) which wear out over time. When they're gone, the armour vanishes in a fist for a VF game. Bentahero actually has a fireball-style move (activated in the usual capsule fashion) which inflicts huge amounts of damage. Also notable is the fact that after his armour's power is depleted, Bentahero reveals that he's wearing a Fighting Vipers or Virtua Fighter's shirt!

**SECRET CHARACTER #3: USA RAHN**

Get this clunky fighter by defeating the Fighting Vipers round of the game. USA Rahn is essentially a super-powered version of the regular Rahn, equipped with a few new moves. In essence, he has the power of a Virtua Fighter combined with the speed of a Fighting Viper. We reckon that basically he's a tweaked up version of Rahn who can actually give Akira some competition. Another notable aspect of USA Rahn is his background. It's all-new and set outside the confines of Armstrong City out in the wastelands.

**SECRET CHARACTER #4: DEKU**

Here's a completely new AM2 creation, designed especially for Fighting MegasMVs. Deku is essentially just an enormous green bean with a funny face and a nice hat. He doesn't actually have a huge repertoire of techniques as such. He's just a bit of a one-trick character along the lines of Kankuro in Fighting Vipers. Only with less moves.

**SECRET CHARACTER #10: SIBA**

When the original Virtua Fighter's first went out on the arcade exhibition circuit, one of the fighters contained therein was Siba (although it was spelled differently). This ambi character in Megadrive looks like him but plays nothing like him (which may explain the name change). In command of an enormous sword, Siba doesn't actually have that many techniques. It's just that a few of them use his sword and it's impossible to guard against these attacks. You get plenty of wavying though and characters with reversals can counter these moves. Siba does a floating strike that sends an opponent flying into the air, leaving them helpless for a sword strike. This combination attack drains around 80% of the energy bar! Also, look at Siba's background... Virtua Fighter 3 players should recognise it as the Desert stage (with some minor compromises) and you even get the appropriate VF3 music here (so! Amazing!)

**SECRET CHARACTER #11**

The last course in the one-player mode throws the majority of the hidden characters at you, and the prize for completing this part of the game is a rendition of the Hornet race-car from Bayonetta USA! Its wheels replace limbs and moves are limited. At least you think they are. With the full bodywork on, there are only a few moves to appreciate, but press **Circle** and the car is thrown off, revealing the chassis of the car. In this guise, Hornet has all of the techniques of Rahn!





## AM2 INTERVIEWED!

Despite being extremely busy converting *Fighters Megamix* across from the NTSC version onto our lovely PAL system, AM2 took time out from the week to answer a few concerning questions travelled at them by *SIGA SATURN MAGAZINE's* Japan Editor, Wayne Hamada. Read on...

**SIGA** How did you come up with the concept for *Fighters Megamix*?

**AM2** Towards the end of the year we always think about having a feature game for all the users who support the Sega Saturn. After various considerations we came up with "Fighters Megamix"; however, there was a time when we first began development, when we even called the game "Fighting Perfect".

**SIGA** What were some of the difficulties in developing this game?

**AM2** What we wanted to do was Unison, the full roster of 30 characters appearing on a fighting game. Not just Virtua Fighter 1 or Fighting Vipers but a completely new fighting game.

**SIGA** Development seems to have been extremely rapid. Is it easier to put all the fits and the characters in one game, rather than two separate ones?

**AM2** To tell the truth, the work of putting the Virtua Fighter 1 and Fighting Vipers characters in the same "ring" wasn't that difficult.

**SIGA** Getting in mind the short development schedule, is there anything you would have liked to have included in the finished *Megamix* but weren't able to?

**AM2** As players, programmers and designers there were certainly things that even though we wanted to do it we weren't able to do, but nothing we could explain about.

**SIGA** It was said that during development of VF3 it was difficult to

use the same different techniques. During this interview how did you address *Fighters Megamix*, which has all the newest from VF3, Vipers and more VF techniques?

**AM2** There is a restriction to the character capacity but as the game is meant to appeal as possible we put in as the motion structure construction was regarded as important. In addition, compression technology has advanced. This alone was the main factor to bring able to successfully include so many techniques.

**SIGA** Despite the similarities, VF and Fighting Vipers carry over AM2's idea plus. How does one able to get the grasping balance right?

**AM2** With regards to the game because we examined those good parts possessed by both of them.

**SIGA** About 90% of the main source of Virtua Fighter 3 is there. If you talk about the characters then all of the VF Virtua Fighter 3 characters can be called Virtua Fighter 3, however, that doesn't mean that all of the VF techniques can be used.

**SIGA** You mentioned that you planned for the Vipers. How did you plan, which characters would be included?

**AM2** By keeping close to our own images of the characters we distributed the techniques first, fitting to each character.

**SIGA** All the *Megamix* developers concerned discussed this matter together and then decided. The focus was on AM2.

**SIGA** There were very excited reactions you must have had to decide the characters to be included?

**AM2** Not especially. We just all the isolated characters on the upper screen, and then decided that.

**SIGA** There have pre-chosen characters or things to negotiate? Give us your opinion.

**AM2** All the sound for the opening movie, including and hidden characters is now finished. I don't know if they will be included in the foreign version(s) so please look forward to that. Also, in this game there are 96 tunes included so you could say it's the best AM2 game released.

**SIGA** This was a major project for us as far as the time being we're grateful to have just finished it. In addition we're proud to have created this new offering for the user.

## MORE HIDDEN CHARACTERS?

After playing for a long while [details of exactly what to do will be forthcoming in an issue closer to the game's UK release], TWO MORE characters actually become available. In actual fact, they are just different costumes for Kuwachan. The two different costumes take the form of a huge joint of comedy meat with hands and feet, as well as a polypointed version of the palm tree which makes up part of the AM2 logo.



## OPTIONS PLUS

Since the days of *Virtua Fighter*, AM2 have given us a hidden options screen to find. So it is with *Fighters Megamix*. We aren't really revealing too much to show what options are available on this screen. It's the usual stuff: no damage for both players, various level selects for the different modes... I think you get the idea. And if you don't, well, the accompanying screenshot should help a bit.



Some more action shots. (Feel free to email me if any address is required) that *Fighters Megamix* indeed a classy action number of unprecedented properties.

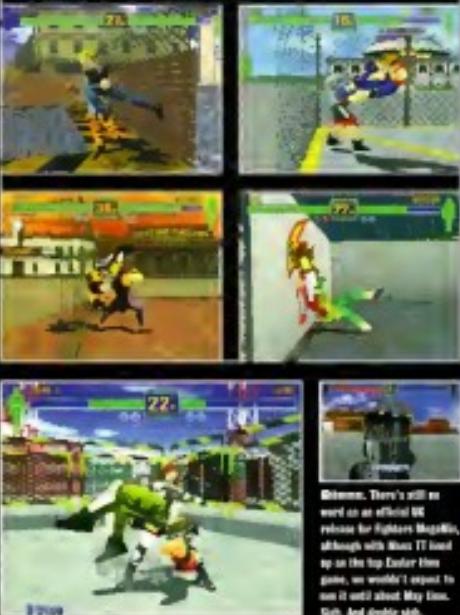
## PATIENCE, YOUNG JEDI

The Japanese have just found this hidden card game in *Fighters Megamix*, which is extremely well received. It's kind of like the match-the-icon Presents game in *Christmass NIGHTS* but for every matching pair you get a new piece of AM2 art to look at!



## MORE VF3 STUFF HIDDEN!

All of the Virtua Fighters seem to have most of their techniques from VF3, including some that aren't on the moves list on training mode. Specifically, these are moves where the Virtus use the walls. Just try all of their throws near a wall and at least one should be different.



## THE AFTERBURNER PLANE!

Remember Afterburner? Well, it's on the Saturn Sega Ages pack for one thing. Still, the F-14 featured makes a fly-by in *Fighters Megamix*, kind of like the plane on Taka's stage, but going in the other direction. But it only happens on one particular level and you need to enter a single code. Other stages have various secret dots and bolts too. They're not really spectacular but cool if you can find them.



## HIDDEN AM2 ARTWORK!

If you own a PC with a CD-ROM drive you might be intrigued to learn that AM2 have hidden some special artwork on the production Megamix CD. The Virtus uses the same format CD as the PC so you can read this artwork off and use it as wallpaper on Windows. The file is **OMARE.LZH** and you need a program called UNA to decompress it. Here's some of what you get:

### 1. TASTY OF HONEY

Awesome Candy Honey render as used gratitously in last month's 1999 Starts With A Bang feature!

### 2. CANDY AT THE DISCO

Another render we used in last month's issue; this shows the sweet virtuous version of Candy. Cool.

### 3. JANET MARSHALL

Janet "Multicaps" Marshall from Virtua Cop 2 is shown training against a wall with her Virtua Gun.

### 4. POSTCARD FROM ARMSTON CITY

As you might have guessed, this is actually a postcard from the city venue of fighting Vipers!

### 5. KUAMACHAN BLUEPRINT

Here you can see how the cutesy character from Fighting Vipers is constructed in polygon form.

### 6. PANTONE CHART

The colours of the Fighting Vipers' costumes is shown on this piece of mid-mess art. A reference table really.



# Marvel Mayhem!

The most popular comics characters are hitting Sega Saturn in a double whammy of Capcom fighting game excitement! Two of the most eagerly awaited games of this year are *Marvel Super Heroes* and *X-Men Versus Street Fighter*. We take a look at the arcade games which the Saturn looks set to duplicate and check out the origins of these excellent characters.

**A**sides from Batman and Superman, who are owned by DC, the world's most recognizable super hero comic creations all come from Marvel Comics. Although comic sales are continuing to decline, comic characters themselves go from strength to strength, making the leap from printed page to screen in the form of videogames and, of course, movies (expect *Fantastic Four* and *X-Men* motion pictures this year in addition to the much vaunted *Batman and Robin* and a new *Superman* flick).

Marvel game licensees around the world already have *X-Men: Children of the Atom* and *Marvel Super Heroes* and *X-Men Versus Street Fighter* are on the

way! When you think about it, comic characters are perfect for games - their strengths and personalities have been built up over decades, everyone knows who they are and what they can do and their various super-powers make for brilliant video games.

The only thing that does upset me a bit is that the characters are forced into game genres as opposed to having the game built around the character. Although characterization is good in the Capcom fighting games, there's only a faint resemblance in their acrobatics compared to what they get up to in the comics. Still, if the game's really good (and all Capcom's Marvel games have been), you can't complain.

## MARVEL SUPER HEROES

Capcom's follow-up to the unforgettable *X-Men: Children of the Atom* is a dour one. What if Capcom ditched the lesser known characters from their last Marvel game and introduced some of the heavy hitters from the rest of the Marvel Universe?

That's exactly what they've done with *MSH* which features Spider-Man, Hulk, Captain America and Iron Man in addition to *X-Men* Wolverine and Cyclops. Super villainous comes in the form of juggernaut, Magneto plus obscure characters Shuma Gorath and Blackheart. You get some awesome bosses in the form of Doctor Doom and Thanos.

Very loosely based on the Infinity Gauntlet series of comics, *Marvel Super Heroes* also features power-up Infinity Gems which bestow their respective powers. This is classic Capcom stuff, with the *X-Men* engine being boosted to its heights with some excellent characters and a better version of the Create-A-Combo system used in *Children of the Atom*.

The Saturn version should be available in Japan between March and May and *SEGA SATURN MAGAZINE* suspects that we'll get a UK release sometime in the summer. Let's hope Capcom can better the awful PAL conversion of *X-Men*... Well, they couldn't do any worse.



Spider-Man has defeated Doctor Doom's latest. Capcom base game included Doom's mechanical servants, one of his robot replicas and even his faithful Latverian side, Baron



For Marvel Super Heroes, Capcom used their own distinctive art style for the graphics, but not forgetting the essence of the characters. The Spider-Man reification (right) shows the characters' respective styles perfectly!



## COMICS THROUGH THE AGES

### THE GOLDEN AGE

The Golden Age of Comics began in 1938 when Jerry Siegel and Joe Shuster invented Superman in Action Comics #1. The name "Superman" gave birth to the phrase "super hero". DC followed up the success of Superman with Batman in 1939 in Detective Comics #1. Near-Mint edition of these comics are worth about \$10,000 and \$40,000 respectively. During this age, Marvel Comics (known as Atlas Comics at the time) introduces readers to the Human Torch and the Sub-Mariner.

## CAPTAIN AMERICA



### ESSENTIAL MARVEL MOMENTS #1: AMAZING SPIDER-MAN #1 TO #38

The acclaimed run of comics by Stan Lee and Steve Ditko—the guys who created *Spider-Man*. A revelation in comics as bookish Peter Parker gets bitten by a radioactive spider. The power goes to his head, leading to the biggest mistake of his life: Setting a burglar get away, a burglar who later kills his beloved Uncle Ben. Stricken with remorse, Parker enters the field of crime-fighting, learning that with great power there must also come great responsibility. These early issues are awesome—brilliantly original bad guys, plus genuine human interest as Peter Parker tackles adolescent problems just as taxing as dangerous super-villains! Obviously the price of these issues makes collecting the originals a fantasy, but the best reprints are the hardcover Marvel Masterworks (very hard to find) or the recently released Essential Spider-Man (cheap, but black and white and only prints issues #1 to #20).



The success of Amazing Fantasy #15 led to Spider-Man getting his own series in 1963. The rest, as they say, is history...



Spider-Man's will to succeed despite the odds, with his Aunt May in the balance, makes this comic from ASM #1 a comic classic.



Stan Lee's energetic dialogue combined with Steve Ditko's art and sense of pace make Spider-Man's super-heroics amazing and exciting.

### THE SILVER AGE

Again, DC takes center stage for ushering in a new phase of comics, thought to have begun with Showcase #4 (worth about \$100), which debuted a new version of the Flash. However, the Silver Age really belongs to Marvel Comics, who in the early



### A MIS-MATCHED BATTLE?

You might think that the Street Fighters would be pretty out-matched by the super-powered X-Men. And you'd be right. That being the case, Capcom have beefed up the capabilities of their heroes quite a bit. Ryu's Super Fireball looks just as impressive as Cyclops' optic blast and Dhalsim launches a veritable yoga infarction instead of his usual 'you gods of Rome!' What is most impressive about this game is that the whole concept is based around team-work, which after all is also the basis for what the X-Men are about. Capcom have also been a bit cleverer in their choice of X-men manager this time around too, opting to include the very popular Rogue and Gambit plus one of the next interesting Marvel super-villains in the form of Sabretooth (much missed from X-Men: Children of the Atom). Comics crossovers between the characters of different companies are very much in vogue at the moment so it was the obvious step to bring the X-Men and Street

Fighters together in a videogame, especially seeing in through the Capcom characters are now established comic book characters too. This has resulted in a lack of attention to detail (something X-Men G2000 certainly didn't lack), but the resulting game is still pretty ace and will be a brilliant Saturn release.



### X-MEN VERSUS STREET FIGHTER

The huge variety and sheer amount of them on screen at any one time makes X-Men Versus Street Fighter possible. On Sega Saturn Capcom have announced that this game will appear ONLY on the Saturn with no PlayStation version at all (like X-Men).

The premise of this game is original. Mutant super-villain

Apocalypse has abducted both X-Men and Street Fighters, meaning that the two rosters of fighters team up for one mighty rumble! All of the X-Men heroes from Children of the Atom return (but Colossus, Pyro, Iceman and Townsend), their ranks supplemented by the inclusion of Rogue and Gambit. Sabretooth also turns up to help out the villains. Street Fighters Ryu, Ken, M. Bison, Chun Li, Cammy, Dhalsim, Charlie, Akuma and Zangief are Capcom's chosen SF champions. The biggest innovation about this game is the fact that you can choose any two characters and switch between them at will. Team Supers bring both characters on screen, pulling off their super moves together in an awesome display of power. There are also Team Counters, where one fighter guards and the other jumps on to attack. This team stuff means that Capcom are going to need to contain twice as much data in memory as in previous coin-op conversions. We can only think that the game will come with a memory card or something in order to preserve the graphics.



Gorpion really hammer home the movie connection in X-Men Versus Street Fighter, with some excellent pencil-style art.

# AMAZING FANTASY



## ESSENTIAL MARVEL MOMENTS #2: JOHN BYRNE'S FANTASTIC FOUR RUN

Stan Lee and Jack Kirby invented the characters, but the FF were never greater than in John Byrne's run [Jones being the wagg isn't]. Despite being over a decade old, Byrne shouldn't cost more than a quid or so each. Also look out for *The Trial of Galactus* book, which features the FF at their best along with the most brilliant members of their supporting cast: Silver Surfer, Doctor Doom and Devourer of Planets, Galactus! Quite frankly, Byrne was the master story teller and he did both the story and art for the Fantastic Four during his run on the book. *Reactive Power* (included in *Alienation*) and *Galaxy's Edge* are great byproducts of this run, too.

*Alienation* - and *Galaxy's Edge* - are great byproducts of this run, too.



Agree? cover just about all the Fantastic Four's villains during his run, with particularly memorable moments from Doctor Doom.



Fantastic Four #37 didn't have the FF in it, concentrating instead on a day in the life of Doctor Doom. But it was Byrne's best issue.



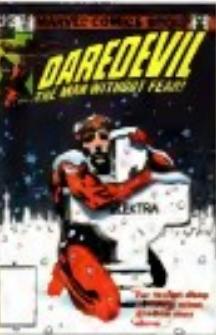
Mr Fantastic, Reed Richards, form a shiksa by using the life of Galactus in Byrne's best storyline, 'The Trial of Galactus'.



stations created incredible characters beginning with the Fantastic Four and followed up with the likes of Spider-Man, The Incredible Hulk, The Avengers, the X-Men, Daredevil and Iron Man. Marvel's Stan Lee, Jack Kirby and Steve Ditko are credited for elevating comics by introducing more dynamic story-telling, more of a human angle and placing all of their characters in a single world (later a universe).

## ESSENTIAL MARVEL MOMENTS #3 MILLER'S DAREDEVIL

The man who did *The Dark Knight Returns* for DC also produced equally stunning work for Marvel at much the same time. Frank Miller's *Daredevil* (1982-1986) is as much a reflection as *Dark Knight* with stunning artwork and consistently brilliant story-telling. It also had probably the best fight scenes in comics at the time with Miller actually choreographing his characters' actions. Plus, whenever the Punisher turned up you knew there'd be some serious shit going down as opposed to his latter day party activities. Back issues are very expensive, but reprinted paperback reprints are common. Any stories featuring the Punisher or villain Bullseye are highly recommended, but in actuality every issue is a classic. As well as the issues above, check out the Miller-scripted *Man Without Fear* miniseries which only came out a few years ago, but shows that Miller's powers are just as great.



Daredevil's true love Elektra dies at the hands of Bullseye. Is true Marvel style in later years she "got better".



Reporter Bee Gitch uncovers DD's real identity, which has also become the Marvel Universe's worst kept secret.



Whenever the Punisher turned up in a Miller Daredevil comic, you were guaranteed entertainment of the highest order!



**THE MODERN AGE**  
Noboby knows or really cares where this begins, but somehow



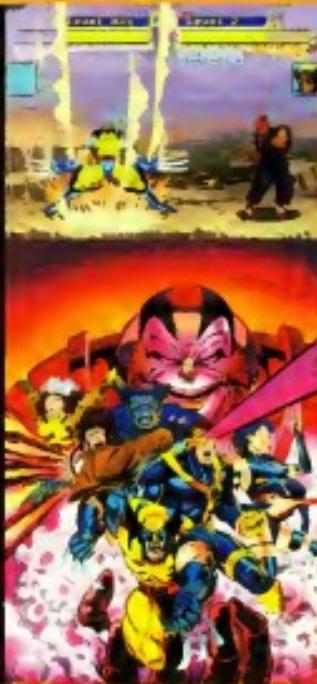
## X-MEN: CHILDREN OF THE ATOM

This game has been out officially since Summer last year and is a Capcom fighting game in a class of its own. In Japan it actually predated Street Fighter Alpha and to be honest a lot of the problems Capcom solved in later games are evident here. Most notably the loading time and the omission of some animation is also evident.

Despite this, X-Men is still a brilliant conversion, featuring all of the characters, techniques and gameplay of the massively popular arcade game. It seems that the Satyr's 2D power is without limits, judging by the sheer amount going on in that game. Try out a Juggernaut vs Sentinel battle and you just won't believe that it's the humble Satyr producing such incredible visuals.

Unfortunately, Capcom have really let the side down with the quality of the PAL conversion. The borders are massive, but worse still, the game is a lot slower than the Japanese and American versions. In Street Fighter Alpha there was always the option of increasing the Turbo setting to compensate, but you can't do it here. In another two-fingered salute to the European game player, Capcom also removed the secret chest to play as the Juggernaut - definitely the best hidden aspect of the Japanese version.

Still, if you have a switch added to your Saturn or switch the machine into NTSC mode you instantly get over the worst of X-Men's shortcomings. In fact, for hardcore gamers, getting an NTSC switch added to your Saturn is a very good idea generally. X-Men or no X-Men.



Saturn 2-Ders were a brilliant game (and never appeared on PlayStation) but suffered in the conversion to the 3D PAL version.

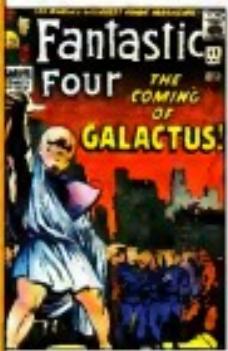
## X-MEN THROUGH TIME

It's clear that Capcom have put a huge amount of research into X-Men: Children of the Atom as any Marvel expert will be able to see. For example, on Wolverine's Savage Land stage there's an abandoned base in one of the fields of pacific scallies... which just happens to be Magneto's old fortress from a now-forgotten X-story! The backgrounds in some of the X-Men's Secret missions in their go-year-add history you get the modern Japan setting where Wolverine faced off against the Silver Samurai and you even get Mojo World, the deranged TV ratings obsessed dimension provided over by the hideous Mojo. Most recognisable of all is the bioluminescent Danger Room (Cyclops' stage) where the X-Men train their mutant capabilities (and Professor X is in the background too). It seems that the settings have dictated the roster of characters. After all it does seem a bit odd to have the likes of Silver Samurai and Spiral about when there are far more worthy villains in the X-Univers, like Mr Sinister or Silverbeetle; in fact, the entire concept of one-on-one fighting isn't really what the X-Men are about and the thought of Psylocke taking Magneto down more is more is pretty far-fetched still, it's only a game after all. And in Children of the Atom's case, it's bloody good one which all Saturn owners should really have in their collections.



### ESSENTIAL MARVEL MOMENTS #4 THE GALACTUS TRILOGY

Issues #11 to #10 of the Fantastic Four were near-apocalyptic for the Marvel Universe as Galactus and the Silver Surfer turn up to have Earth for dinner. Probably the first plausible "End of the World" story, even the Fantastic Four's powers are no match in the face of a truly god-like creature. The greatest part of Jack Kirby and Stan Lee's FF partnership, this story began a true age of excellence for Marvel's premier super-team which lasted a further 20 issues before Kirby quit the company. Until John Byrne turned up, Galactus went from supreme being in the universe to pretty villain, but here in these stories he's really something special - a character beyond mere good or evil. The Silver Surfer became a special, uncouthable part of Marvel and Stan Lee wouldn't let any one else write this character for many years, maintaining his unique appeal.



Silver Age Fantastic Four at its best in a story that introduced the Silver Surfer.



Jack Kirby's idea was basically to have the FF fight against a creature of infinite god-like power.



In the early seventies a new wave of comics emerged. The new X-Men established what comics were all about and a new, modern sense of heroes and anti-heroes emerged such as Wolverine, Ghost Rider and The Punisher.

#### THE DECLINE AND RISE

Comics moved into another age in the mid-eighties with such remarkable works as Batman: The Dark Knight Returns, Watchmen and Frank Miller's acclaimed run on Daredevil. This ushered in the so-called "grim and gritty" era, where DC Comics eliminated their entire universe, destroying over 40 years of continuity and starting again in the controversial "Crisis on Infinite Earths" story-line. Marvel tried something similar. Spider-Man was relaunched, dramatically by bringing back a long-dead clone and getting rid of Peter Parker, and inventing a new major villain called Onslaught who killed most of the Avengers and the Fantastic Four, allowing them to be relaunched in a parallel universe, believe it or not. However, Marvel have seen the errors of their ways and have reinstated Peter Parker, killed the Spider-Clique (below) and are seeking to bring back the real Avenger and Fantastic Four.

### ESSENTIAL MARVEL MOMENTS #5 CLAREMONT/BYRNE X-MEN RUN

The X-Men are the most popular comics around today, but they'd be nothing without the classic John Byrne/Chris Claremont X-Men run. Issues #48 to #143 are the ones to look for (again reprints are best as back issues get more expensive by the month!) and feature some of the best team-based comic-book battles you've ever likely to need. Claremont's scripting and story ideas were second to none, Byrne's artwork and co-painting was almost perfect. What's so special about these issues? Well, the Byrne/Claremont era produced some of the most memorable X-storylines ever - the death of Jean Grey as Dark Phoenix is a truly powerful scenario being foreshadowed among them. This era also elevated Wolverine from teen brawler status into a truly interesting, more rounded character (probably explained by Byrne's shared Canadian sensibility with Wolvie). Again, just great comics.



Byrne's Dark Phoenix Saga saw X-Men Jean Grey rise and an entire solar system



For her crimes, Marvel dictated that Jean Grey had to die. But she "got better" later.



Byrne's depiction of Wolverine just has to be the road to super stardom.



# DIE HARD ARCADE

How many consoles can claim to have TWO Die Hard games in their software catalogue? None but our very own Sega Saturn! And to think you nearly bought a PlayStation.

BY	SEGA
PRICE	£44.99
STYLE	FIGHTING
RELEASE	FEBRUARY



This bonus game, a reworking of an instant Sega title called *Titan*, is available from the title screen. Death-chasing the auto across the extra credits in the main game.



Die Hard Arcade: It's about fighting time.

## NOW I HAVE THE GUN/Axe/Broom!

While other fighting games force you to make do with mere hands and feet, Die Hard Arcade also lets you attack your foes around with just about anything that comes to hand. Because the building is full of terrorists there are firearms everywhere – some of them mighty heavy-duty – but you can cause damage just as easily with more innocuous items. Witness:



The same 3D engine is used for the set-piece bits. And no, the main bad guy isn't trying to talk into a video cassette; it's a radio.

If there's one thing we won't put up with here at *Sega Saturn Magazine* it's crime. Bank robberies, cattle-nutting, murdering the sheriff – it's all abhorrent stuff to your right-thinking SSM readers. Unfortunately, we've seen such a bunch of feeble, lazy, self-serving, low-life cowards we just can't seem to motivate ourselves to get involved in the never-ending battle against day-to-day evil that bilges every street corner and common passageway.

Naturally it's a problem that causes us a lot of guilt, but, like the rest of Middleton civilisation, we find we can save our whining consciences by taking part in imaginary crime-fighting. *Die Hard Arcade* was the Amiga team's contribution to our peace of mind – a case op in which you and a chum played at being members of a SWAT team, on a mission to rid a tall building of master terrorists and at the same time save the US President's daughter. Though DHX featured lashings of entertainment armed and untrained combat, the game wasn't a massive hit in the arcades, but the fact that it ran on Sega's very Saturn-like Titan hardware has made it a catch to port it over to our favourite home system.

If you haven't played the arcade game, these

screenshots full of three-dimensional, polygon-powered fight scenes might mislead you into thinking that *Die Hard Arcade* is yet another *Virtua Fighter*-style beat-'em-up. Not so. *Die Hard Arcade* is a fighting game, but the action is more reminiscent of older games like *Final Fight* or the *Mega Drive Streets of Rage* series than more recent one-on-one beat-'em-ups. Instead a come-and-you're-surrounded by a crowd of bad guys who attack with fists and feet as well as knives, bottles, brushes and racket launchers. You have to defend yourself in similar fashion, using those hand-to-hand combat skills they taught you in *Police Academy* (not the movie) as well as whatever dropped weapons come to hand. These furniture items could be quite useful – there's not much to beat the thrill of smacking a terrorist right in his low blow with an antique grandfather clock.

As in more complex fighting games, you can inflict heavy damage even when not armed by using combinations of sequential button presses and joystick controls. These are off the menu, but it only takes a bit of practice before you can pull off cool wrestling moves such as throws, backdrops, suplexes and piledrivers. You can even incapacitate a fella with a

**What we have here is a super-slick arcade perfect conversion  
severely let down by a marked lack of lastability**



Self defense. Just the thing when you're feeling less off. *Axe* Smack!



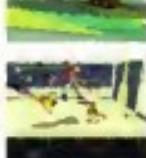
Why don't you take a nice Mr Hernandez... in the foot? *Broom* *Smash!*



Grandfather clock, broken, self-destruct... it's *Paprika* *Time Bang!*



*The Broom of Doom*. Wipe the floor with the crimson silent.



You have to be happy and that's that.

BUT! Peel away! Issues...

... Although if you're not quick enough they sometimes resist arrest!

swiftness below the belt, which reduces them to hopping around clutching at their crotch! Most satisfying!

As the heroes rush from floor to floor the fighting action is broken up by reaction testing challenges. Suddenly the action lets away from the team to show something happening ahead of them, a bunch of terrorists emerging from a room perhaps. An instruction appears telling you to "PRESS KICK" and if you comply in time your character charges at the enemies and does kicks to the floor. Red and you have to stop and fight them hand-to-hand as usual. Other challenges see you dodging a speeding fire truck, evading rockets and jumping around elevators travelling up the side of the building.

Though it doesn't have the depth of gameplay of other Saturn fighting games, Die Hard Arcade still stamps up its fair share of entertainment. The action is fast and frantic and there's plenty of variety from some to some, in the enemies, the weapons and the moves. The action is easy to control and the various specials are simple to learn and instantly gratifying, making this a game that's well suited to players who find the Virtua Fighter of this world too much to handle.

Being a pixel-perfect recreation of the cult op-

er does have its downside in the case of Die Hard Arcade, though. Any moderately skilled player can finish the arcade game in a few credits or less and once defeated it's not a game you would readily come back to. The game is so different the second time through and because there's no score you don't really have anything to beat. If you're playing a couple of quid for the experience you're not going to be disappointed, but to shell out £45 for the luxury of playing Die Hard Arcade in your own home... well I'm not sure that would be such a great idea.

The Saturn version doesn't even have any skill setting options, so there's no chance of increasing the challenge. In fact the only option you have is of making the game EASIER by playing the Deep Scan bonus game that earns you extra credits!

I don't really like criticising Die Hard Arcade because it makes an entertaining change from the usual Saturn fighting games and I did enjoy playing it, in both the single and two-player modes. Having finished it once I probably would play through it once or twice more to make sure I hadn't missed any of the moves, but after that... I Hmmm.

**PAUL GLANCEY**

**Die Hard Arcade offers tons of fun and the sheer enjoyment will bring you back - it's just too short from start to finish**



Serve up hot lead nuggets, fresh from the Gestapo's machine gun.

Anti-tank? If it's the tanks around? This is just as effective as human meat!

The Rocket Launcher! Not recommended for children under 36 months.

Get more Rocket Launcher action. Why two please? Because it's so nice.



... So now another terrorist who will live out his days eating prison food!



But if you fall to the floor you have to do it all with them as normal. Bummer!

Play in your store?

That's weird.

Same inter-level bits.

A fun fighting game that's especially suited to novices players, but it's too short-lived for more experienced heat 'em up fans.

brightness	85
sound	80
playability	87
lastability	69

80%

# CRUSADER: NO REMORSE

When this shoot-'em-up adventure was released on the PC last year it garnered much praise from critics and players alike, but how does it measure up on the Saturn? Why are we asking you?

BY	ER
PRICE	£44.99
STYLE	SHOOT-'EM-UP
RELEASE	FEBRUARY



Almost anything on the screen is destructible. What a mess.

**F**riends, as we approach the next millennium our civilization stands at a crossroads, and we must choose between two possible futures. In one direction lies the pleasant 'Star Trek' scenario, in which the streets are clean, no-one's short of a fiver and we're all best mates with lumpy-headed aliens. In the other lies the 'Darth Vader using science fiction tactics' scenario, where big business and corrupt politicians own the entire world, enslaving the populace with secret narcotic additives in the water and crushing any rebellion with the aid of their indestructible Shadow Guards. Unfortunately, the latter scenario is where all the action will be, as it's not surprising that that's more or less where *Crusader: No Remorse* is set.

The plot is as cunning one. You play a Silence, a cyborg freed in the pay of the oppressive World Economic Consortium. During office hours you and your buddies stamp around in red armour shooting

holes in members of the anti-WEC resistance until one fatigued day when your squad is attacked and almost wiped out by a WEC assassin robot. In your cyber-grid you decide to defect to the resistance, but instead of welcoming you with open arms, the rebels turn out to be rather wary of an ex-Silence trying to be their pal. However they are prepared to let you prove your good intentions by sending you on ten tricky missions into WEC territory.

Infiltration is the name of the game. Break into WEC installations, and explore maze-like corridors, store rooms, control centres and laboratories, searching for the info that tells you from floor to floor. Your eventual goal is to locate a nerve centre which invariably contains some vital piece of machinery that wants blowing up. Along the way you get to 'pop a cap' at all who cross your path, be they lowly technicians or heavily armed battle robots, then you can root through their pockets for legitimate weapons, ammunition and cash.

The isometric viewpoint Crusader uses isn't well-suited to the kind of intense shoot-'em up action that the game is aiming to provide.

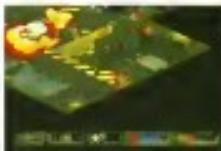


KLET! Electric barriers block the way.

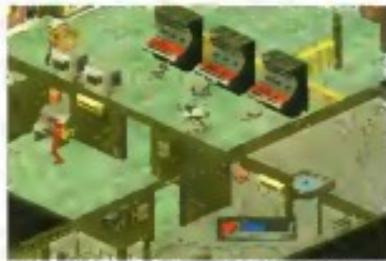
Security robots and teleporting, paranoid Klets!

Special Guest Star: ED-209

Admittedly certain computer consoles give you a security camera's eye view of the action elsewhere in the complex, it usually means a door or force field has opened in this area.



Bang! To perish all who enter with the Blaster!



From this central station you can make that secretly avoid do your bidding.



Just turn the handle to turn off the flames.



These soldiers replenish health and shields.

**The graphics may look fine here, but when you see them moving it's hard to believe a Saturn is responsible for such juddery scrolling and wobbly sprites**

Like most organisations preoccupied with planes of world domination, these IWC guys are terribly security conscious. Everywhere there are intruder detectors that set off alarms and defense systems that electrocute. Force fields and locked doors are more of a problem, though and I'd say about 60% of the game is spent finding the keycard or the switch on the computer console that unlocks the next door. It's not usually that big a deal, because the switch is almost always in the same room as the door, or, at worst, the room next door. Working out how to open doors is about the only piece of brainwork you need to do throughout this game, so if the scenarios lead you to expect some kind of taxing puzzle element, forget it.

Crusader is supposed to be an cut-and-cut blast - but it isn't. Hostile forces are generally thin on the ground, the pace of the action is slow and there's rarely a sense of danger or urgency about the proceedings. At most there might be two or three guys in a room and killing them without taking damage yourself is seldom challenging. They move slowly and predictably which makes them very targets, especially as your weapons target semi-automatically.



The weapons are plentiful and grow more exotic as you progress. You start off with a machine gun but on later levels you can buy or pick up rocket launchers, laser rifles and guns that reduce your foes to piles of ash. You also get special weapons, such as robot spider bombs which you can set to wander into rooms and explode. You'd expect these to liven up the proceedings but the general effect is spectacular mainly because the graphics used to illustrate the anticipated carnage aren't that spectacular. Most of the weapons, especially the specials, are rarely more useful than the basic machine gun. It's quicker and more effective to fire a few rounds at a robot, rather than dropping a land mine and hoping it eventually blunders over it.

If the adventure element in this game was stronger, with proper puzzles that worked along with the plot, I could possibly forgive it its shortcomings. If it's trying to be a mindless shoot 'em up, though, Crusader has no remorse. It's in need of a few key ingredients, like decent visuals, some variation in the gameplay, and a dash of excitement.

**PAUL GLAISTER**



## THE HIDDEN REBEL BASE

In between missions you're transported back to the rebel base to be briefed on your next mission. While you're here, though, you can also catch up on your email - always good for a bit of plot exposition, especially the stuff that isn't addressed to you but somehow ends up in your mailbox - and trade in those station credits and your awarded weapons for some upgraded armaments in the gun shop. The briefings are given in FMV windows, but don't expect anything remotely fancy because all you get is an actor in a uniform looking worried. Don't expect Return-of-the-Jedi-style full-screen action either - these are the sort of small-telvision movies that used to be the norm in PC games of yesteryear.



A big hot button game, which tries to get by on a combination of unexpressive blasting interspersed with very simple door-opening tests.

graphics	6.0
sound	7.8
playability	6.6
testability	7.0

overall

68%

# HEXEN

After the hideous debacle that was Doom, GT Interactive are back with the Saturn translation of pseudo-sequel Hexen. And guess what? It's actually really good.

BY	ST. INTERACTIVE
PRICE	£36.99
STYLE	DOOM/BFG
RELEASE	MARCH

## CHARACTER ACTOR

Three different characters are available to choose at the beginning of the hexen adventure: Fighter, Mage and Cleric. The game itself doesn't change too much in terms of level layout and suchlike, but each class has its own range of weaponry to collect through the game. As you'd expect, the Mage is best suited to magical attacks (and his base level weapons have a ranged attack to it), which is very helpful for beginners, whilst the Fighter is more powerful and more inclined to bludgeoning his foes to death. As for the Cleric, well, he's somewhere in between.



Some of the Cleric's weaponry can siphon off energy for your own uses.

**R**egular readers of SEGA SATURN MAGAZINE will know that I personally have been extolling the virtues of Raven Software's *Hexen* - a game which features the definitive first person perspective 3D engine for the Sega Saturn. That game remains one of the greats without a shadow of a doubt, and in fact it is one of the greatest one-player adventure games money can buy.

A game that I have enjoyed immensely in the past is Raven Software's collaboration with id software, *Heaven*. id contributed their award-winning Doom engine (and provided some excellent enhancements, such as being able to fly and look up and down) whilst Raven have handled in their customary adventure game excellence. On PC, the game was a major, major hit. And deservedly so. What *Doom* lacked was depth (but made up for it with the multiplayer element). *Hexen* is undoubtedly superior in a

conceptual way, combining the action of *Doom* with a large (indeed vast) adventure. The biggest enhancement, though, is what has been called the "Hub" system. Basically, instead of tackling each level in linear fashion (in the style of *Doom* and *Quake*), a variety of levels are connected to one main stage [the so-called hub] and reconnections to each level are required in order to make your way through. It adds greatly to what is already an impressive game.

The big question though concerns the quality of the job. Well, the good news is that *Hexen* is a huge improvement on *Doom*. Whereas that game was totally hamstrung by a crap update and lack of detail (the PC original remains the best version by far), Saturn *Hexen* succeeds quite admirably in replicating the original game. The visuals are just about identical to the PC game, with only tiny visual aspects of the original lacking. This is a pretty substantial achievement; all of the modeling and lava effects are in the game and

No doubt about it, *Doom* was a horrible travesty but GT Interactive have redeemed themselves with this great PC conversion!



The Fighter's Hammer is a good close range weapon, and charged with mana it has excellent long range power too.



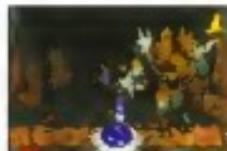
Same action at its best - this game really is pretty cool.



In the evenings you can expect disgusting bone白魔 weapon creatures like this to pop up. Kill them all.

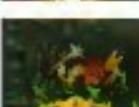


The Ringer is probably the character of choice for house invasions.



## CONTROL FREAK

Heisen's controls are in actual fact a lot more complicated than Doom's... and yet this new game is a lot more controllable. Yes, despite the fact that Heisen has more objects to use and more magical bits and pieces you need to manipulate (plus the ability to look up and down), the game does a pretty wonderful job of giving you control. Typically, holding down a certain button in conjunction with either left or right chooses an item. Or a weapon. Yes, unlike Doom, Heisen actually allows you to move left or right through your weapons selection as opposed to the frantic button presses required in Doom. And if that isn't good enough, there are more control selections too.

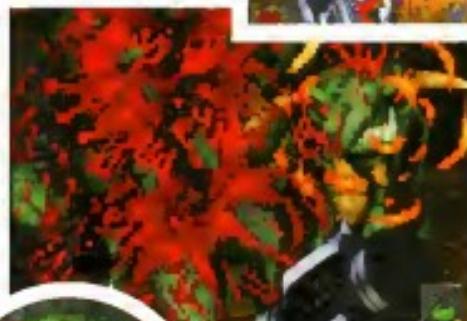


look cool. Also, the destructible scenery (such as the stained glass window) is also fully in evidence.

The 3D update in these types of games is more important and in this regard Heisen is satisfactory. I'm not going to say that it's anywhere in the same league of smoothness and fluidity as Doomed because it isn't. But at least this time the game is actually moving fairly quickly and it's actually playable. It's just a shame that other developers haven't risen to the challenge that idSoftware have issued with the supertative nature of the Enhanced engine. Still, at least we have Duke Nukem 3D (again from GT) to look forward to, which should revolutionise the first person perspective genre on the Saturn.

To the mainstream though, purchasing Heisen looks like being a very promising proposition. Indeed Developers Photo have managed to capture just about everything that made the original game so good and that being the case, Heisen is a game that's well worth checking out.

RICH LEADBETTER



Close-range combat produces the most gory effects.



The option to have the full score bar in screen is useful.



The Magus' weapons are the most powerful.

This arc-lighting weapon is extremely devastating.



The missing effects from the PC version are all in there.



Left-screen mode is used.



A missile-guided stage here.

But 3D's a bit jerky but bearable nonetheless, but more importantly, the "We-almost" gameplay remains perfectly intact. A creditable conversion.

graphics	84
sound	78
playability	87
usability	88

overall

88%



# DIE HARD TRILOGY

Fans of the Die Hard movies must surely be on the brink of some kind of bio-electrical head-detonation incident this month as TWO new Saturn Die Hard games appear on the shelves. But is EA's Die Hard Trilogy any match for Sega's Die Hard Arcade?

BY	EA
PRICE	£29.99
STYLE	SHOOT 'EM UP
RELEASE	FEBRUARY



00241500



## GAME ONE: DIE HARD

John McClane is visiting his wife's office block in LA when it's over-run by terrorists. Packing only his own Beretta pistol, McClane heads for the basement car park and sets to the task of wiping out the intruders. The map at the bottom-left of the screen indicates the location of the terrorists and civilian hostages who have to be rescued for extra points. Once all the terrorists are dead, a lift arrives with a bomb aboard and you get 30 seconds to find that lift and deactivate the bomb. That done, you take the lift up to the next floor for more extraction action. This section is as much about stealthy exploration as it is about shooting bad guys. McClane takes damage easily and you have to work out which rooms and cubby holes contain the extra weapons and armours.



## GAME TWO: DIE HARDER

McClane is meeting his wife's plane at Washington, but the airport is over-run by terrorists. Whipping out his pistol, McClane once again dispenses lead-flavoured justice in a Virtua Cop-esque scenario. The screen shows McClane's point of view as he stalks the departing lounge, seeking bad guys to blow away, hostages to save and whoops to blag. Though this part of the game doesn't have the smooth flow and crisp graphics of Virtua Cop, it's detailed and the slightly action-packed gun control is via the joystick (tricky) or if you have a Virtua Disk or compatible you can use that. Cool!

Die Hard Trilogy uses three very different game-styles to represent the action in the three Die Hard movies. Even though all the games are completely different, there is one common factor in their gameplay - focus on destruction! Save the driving game, which is devoid of gore, is packed with explosions and mayhem!

**T**here's no denying that Die Hard is one of the best action movies of all time. With its one-man-against-an-army plot, it practically Wrote a video game in celluloid form (only with mouse swearing). Yet in the nine years since the release of the first movie in the series, no one has actually been able to produce a bullet-and-blood-filled video game worthy of the Die Hard name. Frustrating.

Sadly though, Saturn owning fans of the films have a choice of two first-rate Die Hard games. Sega's beat 'em up, based on its own arcade game, and the title from Fox Interactive via Electronic Arts, which attempts to capture the thrills and spills of all THREE of the Die Hard movies.

So many thrill! So many spills! How could video game developers Probe Software pack them all in? Well, they've done it: take sequences from each film and turn them into a trio of separately played, 3D sub-games.

Representing Die Hard (the first movie) we have an arcade adventure in which we're John McClane, hunting for terrorists in the corridors of the Nakatomi Tower. In second there's a Virtua Cop-style target shooting game that takes place in Dulles Airport, Washington, where

Die Hard II was set. Thirdly, there's a full-on car chase through the streets of New York City, which is, in some small way, reminiscent of a few scenes from Die Hard With A Vengeance.

I referred to these as 'sub-games', but really that's doing them a disservice. Sub-game is a term that usually describes some entertaining piece of whimsy that's meant to be a five minute diversion from some larger gaming task. The three sections in Die Hard Trilogy are so substantial that they could cut it as standalone titles and pretty good ones too.

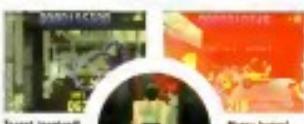
The first game is cleverly constructed so that you need to learn the layout of the building and plan your route from power-up to power-up and from hostage to hostage, trying to charge straight through a crowd of



Car parks are reserved for being places where nothing exciting ever happens. Not so in Die Hard Trilogy, game one, though.



Search Central Park and the streets of New York for hidden bombs. The red target shows where they're to be found.



More targets, like you'll find! Kill them all!



Find power-ups on the road - and the red-target icons!

### GAME THREE: DIE HARDEST

Of the three games, I found this one was the most impressive. Here we find McClane in New York, playing a game of Simon Says with a devoured bionics, the bionics of the criminal mastermind he defeated in the first movie. McClane commandeers a taxi with his new pal, Texas (played by Samuel L Jackson in the movie), and he has to drive it through the city's grid of streets avoiding hidden bombs. A direction finder atop the screen shows where the next bomb is and once he's found it, McClane has to ram it with his taxi to destroy it. To make things even harder, some bombs are attached to moving cars, and McClane has to engage in car chase excitement and smash it off the road. Remember, too, that there's a timer on each bomb and if McClane fails to destroy it in time a nuclear weapon goes off and New York is obliterated!

Once all of the bombs are cleared from the streets, McClane descends into the subway, racing his taxi against a truck, and then it's back to the surface, chasing yet more bombs in Central Park!



## Die Hard Trilogy really is three distinctly different, high-quality action games in one.

Terrorists with only a semi-automatic handgun to protect you just doesn't work. If the floor layouts were all the same this would be a tedious task, but they're all surprisingly large and authentic-looking, and just about all of the scenery is satisfyingly destructible.

This part of the game also exhibits an impressive piece of game design whereby walls become translucent as you approach them, giving an idea of who is lurking behind them. A neat trick, this, which gives you a heightened awareness of your surroundings.

The target-shooting game is more visually impressive though, with its constantly-moving scenery, panicking civilians dashing across your line of fire and the rapid camera zoom-ins as you spot targets and take aim. I particularly liked the addition of the 'Werry Shot' weapon, fish caught in a blast run around engulfed in flames, and you can score extra points by well, putting them out of their misery.

The third game, the driving extravaganza, was my favourite, though. At the wheel of your taxi you have licence to drive as madly as you want, totalling everything else on the road and messily wiping out pedestrians. The 3D environment here is as convincing as in any of the other games, but because you're moving so much faster it all feels much more exciting.

Die Hard Trilogy really is three distinctly different high-quality action games in one. Often when you see compilations like this there's usually one section that stands out as the one that the programmers thought of first and lavished the most attention on, but all three sections of Die Hard Trilogy have their fair share of thrills, great visuals and clever ideas. The result is an excellent package, which offers an unaffordable amount of 'bang' for your buck!

PAUL GLANCEY

Three terrific action games for the price of one. One of the best movie-licensing games ever to hit the Saturn.

graphics	92	overall	91%
sound	73		
playability	90		
usability	92		

# GRID RUN

All right, smart guy, so it's not a very imaginative title. But if you were programming a game in which the players had to run around grids, what would you call it?

BY	VIRGIN
PRICE	£54.99
STYLE	RUNNING ABOUT
RELEASE	FEBRUARY



Two player mode is active. The split-screen scrolling works very nicely indeed. Well done, you programming jehoos!

## FLAG DUELLING

If Grid Run's 15 computer opponents get too predictable for you, you can always try facing off against a human opponent. The screen is split horizontally to show the flag-grabbing doings of the two protagonists during all two-player rounds. The gameplay is pretty much the same as it is in single player mode, except that this time you seem to get more spiky protozoa-balls. In fact, playing against another person doesn't feel much different to playing against one of the CPU characters, which is probably testament to the quality of Grid Run's artificial intelligence routines.



Here's Axal, hero of Grid Run, with his 'female companion' whose name we forgot. If Axal ever wants to see her again he's going to have to prove himself the master of 'Grid Running'.



**W**hat games did you buy your Saturn to play? Cool Sega arcade conversions? NIGHT! Well, whatever it was we bet you didn't buy a Saturn to play a space-age version of Tag, and that's pretty much what you're getting in Grid Run. Could Virgin be taking the 'Old Games Are The Best' tack here? Or is this one of those games that reviewers tend to call 'Wilkinson Simple and Simply Brilliant', as if they'd just thought of that themselves?

The introductory FMV would have you believe that you're a space explorer who has been captured by a sinister alien while exploring an abandoned spacecraft. Apparently, your only hope of survival is to take part in a gladiatorial contest of 'Capture The Flag' against all sorts of oddball alien species.

The contests take place on pathways and islands arranged in grids which are suspended over various unhealthy substances such as boiling lava. Dotted around the grids are flags, and to survive each level you have to claim a quota of flags by touching them if your opponent reaches his quota before you do.

There's no escaping the fact that, what you're playing here is Tag with a few extra bits.

you, live and it's into the alien even you go. Snizzed and you're into the next round. If you survive three rounds you're whisked away to a planet reward, thence onward to another planet and three more levels.

A match is played thus. The competition starts near to each other on the grid and as soon as you're both released you have to rush to claim a flag before your opponent. If he gets to a flag before you do, you're declared 'IT' and a cross appears above your head. As 'IT' you can't capture any more flags, so you have to chase after the other guy and tag him. Then he becomes 'IT' and you get the chance to reclaim all the flags he just claimed. Thus it continues until one of you bags the required alien pennants, and the other is ground into the dust of defeat like a steaming ping.

But there's more to it than that. As well as the usual genetic sampling and rectal probing, the alien abduction process seems to have included empowerment with magical abilities. There are six special tricks you can use to aid your progress but each of them



It's Axal versus Krugnas, water-based fight of Augur 97.



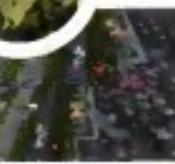
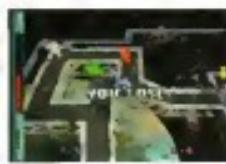
Alien party! The battle with Bobak of Ash imagined.



Your opponent has nearly got all the flags!



The arrow indicates where to find your opponent.



For the benefit of beginners, Grid Run has a help mode that tells you what's happening.

## Grid Run has been compared to Hudsonsoft's Bomber Man, but while the action is more frantic the strategy element doesn't work as well here.

down on your magic supply whenever you use them. Your magic recharges slowly but you can boost it by picking up the balls that are bouncing on the pathways.

There are other helpful items on the pathways, teleporters for instance, that you can use to zip from place to place when the other guy is bearing down on you. There are also spinning shields that elaborate obstacles as you run into them.

The hourglasses you pick up during each tournament are turned into seconds should you reach the bonus stage. Every hourglass given you five more seconds, during which you have to grab as many balls as possible. At the end of the bonus game the balls are added up and each differently coloured ball adds to your abilities in the next tournament. Red balls give you more magic, blue balls provide more speed and green gives greater agility.

All these abilities, as well as a two-player mode and very good graphics and sound provide adequate jazzing up services to an otherwise simple game. None, of course, simplicity is no crime. Yet it was inexplicably simple and everybody liked that. But Grid Run isn't quite in the Tetris Addictiveness League. As a single-player game, Grid Run has been compared to another single-player game, Bomber Man (soon to appear on Saturn, incidentally), but while the action is probably more frantic than that of the Hudsonsoft classic, it's not quite as entrancing mainly because there's no escaping the fact that when you're playing here is Tag with a few extra taps. With Bomber Man there was a bit of strategy to the gameplay, the strategic elements in Grid Run don't seem to get somewhere. And it was much more satisfying to blast your opponent to smithereens than it is to simply keep out of his way and collect flags.

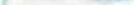
Oh, this isn't a bad game, though. It's kind of fun and it's done with a flourish. Would I buy it? In preference to a cool Sega arcade conversion or NIGHTS? Nah. Don't think so.



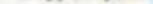
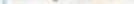
Grid Run's opponents have their own strengths and weaknesses.



The more kilograms you collect, the more time you get in the bonus game. Boost your speed, magic and agility by picking up colored balls.



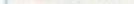
Ledger up - Return to your base with one! Better used on long pathways - the extra speed is better to manage in corners.



Transport - Escape to a brief transport to the nearest transport pad. Extremely handy when the other guy is closing in.



Slow Down - A favorite of low-priority seek out your opponent and temporarily slow his pace to a crawl.



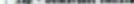
Bridge - The only way to cross gaps or unreachable flags. Takes a moment to cast, leaving you vulnerable for a short time.



Mine - Drop a spiky crystal behind you to blast your opponent's path. Causes them down for a moment if they hit it.



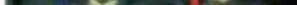
Jap - Detonates explosives such as mines or spiky traps. A barrage of shots tracks your opponent's whereabouts slightly.



Mine - Drop a spiky crystal behind you to blast your opponent's path. Causes them down for a moment if they hit it.



It's always nice to see something innovative, but Grid Run isn't destined to be a classic.



Graphics 85 Overall 79

Sound 88

Playability 79

Usability 77

79%

# ANDRETTI RACING

Already released on the PlayStation to a lukewarm response, Andretti Racing now makes its Saturn appearance just in time for the start of the motor racing season, though I doubt it was planned to coincide that way.

BY	E.R.
PRICE	£54.99
STYLE	DRIVING
RELEASE	DEB. NOM.

## CLIPPING PROBLEMS?

Well not really, the headline is there mainly to grab your attention. In general the clipping is unavoidable due to the tight and twisty nature of the circuits. However racing at the ovals is quite different with the clipping being very obvious and not to the standards set by Daytona CCE.



Drifting slightly off the road not only looks hot but produces a large puff of smoke too



**I**t must be said that I am a huge fan of motor racing and likewise of the driving game genre. For me Sega Italy is the ultimate home console driving game untilled; at least for the time being on any other can sole. Even more now than a year on from its UK release it is still possibly the game I play the most! The fact that it hasn't been retitled in the last year is no detriment to other games but testament to how awesome Italy is. To be honest until we see some sort of 3D accelerator card for the Saturn I really can't see it being beaten. It's that good. As such it is the landmark title which, rightly or wrongly all other driving games are judged by. That brings us back nicely to the matter in hand, the Andretti Racing

On paper this looks like a top game, so despite the nay-sayers around the office I was actually quite looking forward to it. The game itself takes its name from the former Indy Car and Formula One world champion Mario Andretti, whose through his ever-lasting loans has spawned an entire family of racing car drivers. And that just about reaches the limits of my knowledge on the subject. From first glance it would appear that Andretti Racing has all the ingredients needed to give Indy a good run for its money with its wealth of options and different game variations.



During the course of the race you are required at some point to pit for fuel and tires as well as being given the opportunity to adjust the car's aerodynamics. Upon entering the pit lane the CPU takes over and switches to the tricky in-car view.



The cars featured in Andretti Racing have rendered near the amount of detail seen in the Riles of Daytona and Rallye de la Loire, down the overall look of the game. Also take a good look at the clipping as it really is quite bad on the vehicles.

## What makes Andretti Racing stand out from other driving games is that it features real racing car drivers racing on real tracks.

off practice race and the career option which takes you through all 16 tracks, earning points in a championship like way. Also available to give you a helping hand is the racing school option which, as it suggests is a school of racing where you are taught various racing techniques by none other than the Andretti family themselves through a series of FMV snippets. Once you're racing you'll find that three views have been included, the in-car view, the chase perspective and a slightly further back view, though only the latter two are really playable.

This all sounds pretty impressive but is this the game to topple the mighty Rile's in a word "no". Andretti racing is a bit of a let down. The loading times are frankly atrocious taking what seems like an eternity to load from one options screen to the next before finally getting down to any racing action. Through there is a huge amount of tracks available they are all a bit of a concrete fest. Each of the 16 tracks and the track side scenery are in a varying shade of grey making each of them appear dull and indistinguishable from one another. The frame rate is respectable but the game fails to deliver the adrenaline pumping feeling of speed which is a must for driving games.

**LEE RUTTER**

SEGA SATURN

racing games. The clipping is generally of a good standard with the notable exception of the oval race track which renders us somewhat of the original Saturn Daytona and some glitching occurs when racing

through the tunnel sections. The crashes are not very spectacular, with the feeder bending damage your car takes mysteriously morphing back to its original shape

The cars themselves are looking in detail and bear an uncanny resemblance to those seen in Time Warner's Virtua Racing adding somewhat to the overall fatty appearance. A special mention must also go to the Rile's conversion or lack of it. The game has obvious black borders which squash the picture making the car look almost flat. Usually this is a trade off for optimising the speed but that hasn't been retained either.

However Andretti Racing does remain very playable with the various options and huge amount of tracks providing a very lengthy challenge but it seems to be a victory for quantity over quality. My advice if you are after a top racing game is buy Rallye de la Loire and see how the awesome looking Maxx TT turns out.

**LEE RUTTER**

SEGA SATURN



The car set-up menus are rendered in high resolution and look very, very nice indeed.



Apparently this version is supposed to be smoother than the PlayStation version, but it's not as smooth as Rallye de la Loire.

## VIRTUA VIEWS

There are three different views to choose from in Andretti Racing. There's the in car perspective which reduces your field of view considerably making it difficult to see corners ahead. The popular chase perspective is in there with the camera just behind the car and the slightly further back than chase perspective which allows you to see much further down the road than the previous two.



With a wealth of options there's enough to keep you at it for a long time but it pales in comparison to the awesome Rallye de la Loire.

graphics	80
sound	77
playability	88
usability	86

**83**

# TIIT!

Hitler only had one, but this new three-dimensional pinball game lets you play with FIVE! He wondered, could Virgin's Tilt! be a pinball wizard? Or a "mere bagatelle"? Read on, and these words will reveal the answer.

BY	VIRGIN
PRICE	£34.99
GENRE	PINBALL
RELEASE	FEBRUARY

## FUN FAIR

Amuse yourself with repeated ramp shots - the Hot Dog Lady and the Right Hand Loop are the predictable ones - then hit the P-U-N drop targets to open the gate to the fair at the centre of the table. The ball lock takes the form of a Ferris Wheel - fill the carriages and prepare for madcap multi-ball action.



So we were happy to travel into the '90s with full stops in the pretences that we were playing Space Invaders. These days, it seems, a video game isn't a video game unless it owes some part of its creation to Silicon Graphics Inc. Rendered Invisi, rendered characters, rendered you-name-it-



and they'll render it. By way of example, here's Tilt!, a pinball game which has a 3D Silicon Graphics-rendered pinball. In fact there's not just one - there are six of 'em!

Now there's not much to say about pinball that you probably don't know.

already launch the ball, keep it in play with the flippers that guard the exit hole, and score points by hitting the targets on the table and firing the ball through the ramps in the required order.

Unlike some pinball games which are somewhat lacking in variety, Tilt! has been modelled as more recent-themed, fortune packed pin, so you get copious combination shots to master, with all sorts of big point rewards and hidden bonuses to uncover. The tables also have a simulated LED video display at the top which, as well as showing your score, also displays messages and graphics telling you which shot you have to go for next, or which shot you've just pulled off. On some tables, combinations activate a mini-game that you have to play on the video screen using your flipper buttons to control the action. Other tables have a surface mounted ball shooter in the shape of a revolver or a dragon's head which you can control at certain points in the game.

All sounds pretty authentic, but I Well, it is, and NMS Software have tried to make Tilt! even more like the real thing by letting you view the action in 3D, as if you were standing in front of the table.

This allows you to see the networks of ramps and underpasses as they would appear in real life and it does make some shots easier. For the most part, though, it doesn't work that well because some features block your view of the ball. In real life you can move around to change your view of the table, but Tilt! keeps your head locked in one position. The scrolling 3D mode is more than adequate, though, and fortunately it moves fast enough to keep up with the ball - or very fast indeed.

The speed and feel of the game are beyond reproach just about everything you'd expect from a decent pinball is in here, and it plays about as well as you could expect a computer pinball game to play. The six tables are all cleverly designed, and all are proved really addictive. You won't just be jumping from table to table, either. I spent whole sessions on one table, finding the combinations and honing my skills before moving on to the next.

The only thing I really missed in Tilt! was the noise. Every pinball table I've ever played has been a riot of overpowering sounds and crazy sampled voices, but Tilt! is relatively muted. Some tables don't give you much more than the "thing" of the bumpers. What I want is voices shouting, "Bind the Ferris Wheel to-e-e!" and other such stuff.

So, more noise in Tilt! is, please, but until that turns up, I'll just be in the games room.

PAUL GLANCEY

## THE MONSTER

Collect enough body parts to get the zombie monster off his sit at the top-right of the table! Hit the mummy targets, nod the coffins and slap down the gravestones to rack up the points. There's even a 3D sub-game that plays on the video at the top of the table - steer your truck past no spooks for a massive bonus!





## ROADKING USA

A road trip across the USA - in pinball form! Drive from San Francisco to New York, revving up your engine by hitting bumper at the top of the table. A ramp shot at the foot of the table puts snakes on your tail, and once you've collected as many as possible, go for the ramp next-door to land them on a two-point police pursuit. Drop the ball in the Autos to activate bonuses.



## STAR QUEST 2049

A relatively high-scoring table, this one - on my first go I hit 194,58,600 points. That's not surprising though, because you get at least a million points just for shooting the ball - the launch ramp takes it straight into a bonus 'arcade'. The big points, and the easy ramp shots make this table ideal for beginners.



## MYST AND MAJIN

A knight/aurorae scenario in which you need to collect treasure, wake dragons and bring an bunches of chess - since an Orc attack has started you have to slay them with repeated ramp shots! Another combo sends the ball into the dragon's mouth and you have to aim its head so that it spews the ball at a tricky target. The castle is a good choice: drop the targets that spell STAGE and every bumper you hit earns 1,000,000 points!



## GANGSTER

Line up the ball for one of the dozen of skill shots on this table. Knock down G, W and M to initiate a bank roll and send the ball up the back of the table to the moon-shine still that doubles as a ball lock. There's even a gun on the table that acts as a bonus ball launcher... for special occasions.



## GLORIOUS PIN-VISION!

Pull off certain high-scoring shots and you get a pleasant 3D animation of the ball rolling into Pinesteve's. Don't worry, purists, you can turn them off if you want to.



The 3D mode isn't all it's cracked up to be, but this is still a fine pinball game.

graphics	89
sound	80
playability	90
usability	90

overall

89%



REVIEW

# SOVIET STRIKE

It's been a long time coming but it looks as if the wait has been worth it as EA bring home the premiere 32-bit outing of the fine Strike series, already a big hit on the PlayStation. But how does the Saturn version compare?

BY	EA
PRICE	£39.99
STYLE	SHOOT-'EM-UP
RELEASE	FEBRUARY



**MISSIONS:** Use a couple of missiles and watch these buildings turn into total now pick through the rubble for goodies.

## POWER-UPS

As in the previous three Strikes, your Apache helicopter is not invincible, so it becomes essential to collect the various power-ups to assist you in your quest for world peace. There are three different types of power-ups to collect. Armor repair to restore you back to full health, extra armor for when you are running low and fuel to keep your bird in the air. Some of these can be seen on the map, others are hidden in buildings. The only way to get them is to destroy the buildings and retrieve the items therein.



**W**hat undoubtedly made the Strike series so great were the cool graphics, simple mission structure, the depth of the gameplay and its sheer lability. To create a worthy successor to this exceptional series on the 32-bit consoles must have been a task and a half for EA. But they appear to have pulled it off, creating a game that will appeal to fans of the prequels and novices alike. And with this being a 32-bit game, EA are able to utilize the power of the Saturn to incorporate new elements into the gameplay and make it visually more appealing.

Soviet Strike is set in the far over Soviet Union where evil henchlings are about. A powerful ex-Soviet General known as The Shadowman is attempting to return the newly democratic Russia to its former communist status. It is your task to overthrow this psychopathic mad man, thus averting World War Three and restoring peace and harmony to the land. To aid you in this arduous task you are fully

equipped with a state-of-the-art Apache helicopter armed to the teeth with an array of weapons. These weapons will appear familiar to veterans of the pre-quels as they are largely unchanged. But in addition to the machine gun, missiles and rockets EA have thought to include a weapon capable of even more destruction,即核武器。These can destroy just about anything the enemy can throw at you but also you only have eight of them so you can't afford to waste them. You will also find yourself ably assisted by your fellow members of the Strike team who convey information to you via the Strike net, an on-line computer interface which provides you with mission briefings and updates you with side missions. These often come in the form of some excellent

Command & Conquer style FMV which spice up the proceedings a fair bit and the action isn't too bad either.

The graphics have been brought up to date and feature some superb 3D photo-realistic landscapes.



These shots plus a few more idea of how spectacular the explosions are and after how close do to these areas is the PlayStation version (including a couple of your newly developed side-missions) has a devastating effect but it looks pretty cool, setting the whole series alight.

The graphics have been brought up to date and feature some superb 3D photo-realistic landscapes.





**ANALOGUE COMPATIBLE**  
The analogue pad that was made widely available at the same time as NIGHTS is finally being put to use by third-party developers as can be seen here in Soviet Strike. It works just as well as the standard pad but truth be known I actually prefer using the d-pad. At the end of the day it's down to personal preference, but then I prefer the British pads to the Japanese despite popular opinion to the contrary in the office. Strange but true.

(Left) The final mission on the first level requires you to infiltrate the enemy base and blow it up whilst fending off enemy attacks. All in a day's work for these guys.

### The gameplay is largely unchanged from its predecessors, with the same search, destroy and rescue style of objectives.

detailed enemy drones and some nice explosions too. The standard overhead view featured in the three prequels makes a welcome return along with an all new second viewpoint which rotates the screen around the helicopter. This has the effect of allowing you to target hidden enemies far easier than with the normal view. The frame rate however isn't that great with the game being slightly on the jerky side, a criticism levelled at the PSX version too. Also interestingly is the fact that we longer do you bump into buildings damaging your health as you simply fly over them.

The gameplay is largely unchanged from the prequels with the same search, destroy and rescue type of objectives spread across the five different levels. The missions are well structured with sub-missions popping up all over the place in a much more random way to what they had done previously. The artificial intelligence of the enemies has been enhanced making them a much more intelligent and tricky opponent to face. As if this wasn't enough to contend with you also need to find fuel, amino and armour repair if you are to stand any chance of finishing the game. Many of these are hidden underneath buildings and can only be retrieved by blasting them until they are reduced to rubble.

But the question you all want answered is how does it match up to the PlayStation version? Well the Saturn version is actually quite a bit better as it has more features and action as well as improved special effects. There are in fact at least 6 new Saturn features which improve upon the shortcomings of the PSX version. (See this month's massive Soviet Strike Showcase for more details). However I do have some reservations as to the feasibility of Soviet Strike as these are only five levels. This means that despite the tough gameplay it only provides a relatively short challenge in comparison to the lengthy challenge offered by its predecessors. But overall Soviet Strike comes across as a very playable and enjoyable game and a worthy addition to the Strike series.



Assassinated had succeeded, the words 'mission worth spring to mind.'



Hidden way in the shade are the US hostages, but we dislike Americans so have 'em there.'



A well aimed addressed rocket to earth only to reveal it has in fact missed all the targets.



There's no more bunging into buildings or bridge engines.

A worthy addition to the Strike series with enhanced gameplay and superior visuals. And it's better than the PlayStation version too, which is always a good thing.

	Graphical	Sound	Playability	Likability	Overall
Graphics	92				
Sound	90				
Playability	89				
Likability	82				
					90%



# SEGA SATURN™ tips

Once again SEGA SATURN MAGAZINE returns to the fray with a huge amount of tips, cheats and all manner of lowliness. Mostly for NBA Jam Extreme we're afraid. Still, at least you can get to play as Javel and Smarty in Virtua Cop 2, which is a lovely little cheat if ever there was one. If you can match these, send in your letters to: TIPS, SEGA SATURN MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. It all changes next month though when we move to London Docklands.... Hmmm.

## VIRTUA COP 2

While you may think that you can only access the three main levels from the stage select screen, you can actually open File 4: Stop the Airship Bombs - the final boss level! To do this, go to the stage select screen as usual, but instead of shooting one of the level boxes, shoot the arrow which comes off the bottom of the stage 1 box. Keep shooting it over and over until the inner runs out, and you should begin at the end of the game!



If you're getting bored of playing as Rage all the time in one player mode, there's a cheat to let you choose your character. On the stage select screen, hold down X, Y or Z on the pad while picking your level. X chooses Michael "Rage" Hardy, Y chooses James "Smarty" Cool, and Z chooses Janet "Hubcap" Marshall.

An extra Capcom plus menu can be obtained by simply finishing the game on any difficulty setting above Easy. On this menu are some question marks which need to be cleared in order to use the options - the best of which is Big Head mode! To have this option on you need to have played the game a total of 50 times. The easy way to get to this number is to put the game on Hard setting, with one life and no continues. Just start the game and you should be killed by the first enemy, then choose not to continue. Start the game again, and repeat until the option appears.



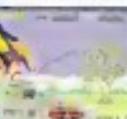
## BUST-A-MOVE 2

It's a bit late now, we admit, but if you play the game during December the intro sequence has different music and is all Christmas-like. If you want to get back into the festive spirit, just change the date in your machine to December and start the game up.

## SEGA AGES: OUTRUN

To get a secret Cornering option which lets you increase your grip, hold the A+C buttons and go into the options menu. It should be sitting there, waiting for you to fiddle with.

So turn the game into an even more accurate arcade conversion, press and hold A+C+Start on controller 2 when the Sega logo appears at the start of the game. Now you can pretend to insert coins by pressing the L button on controller 1.



Sega Ages recently shot straight to number one in the UK charts. Good.

## DOOM

While the game may be one of the worst on the Saturn, there are bound to be a few of you who were foolish enough to buy the game after looking at the PC screenshots on the box and haven't yet taken it back to the shop. For those of you here are passwords for all of the levels, including the secret ones. As an added bonus, you'll start almost every level with a set health, 200% armour and all of the weapons!

1 Nuclear Plant: DRIGWEDGDB  
2 Toxic Wifery: HADoJaBLQJC  
3 Command Control: dJSTM0H0z  
5 Photon Lab: HgjHgTHP  
6 Central Processing: 04NRSHD6gZ  
7 Computer Station: H44q2G9G5C

8 Photos Anomaly: ojgSMPhoqYW  
9 Dennis Anomaly: HdgjkTRWfIC  
10 Containment Area: eITLCKyBmR  
11 Refinery: HIyJwGDQD8  
12 Plasma Lab: ojgQfOWGLWY  
13 Command Centre: CgjyMWTH  
14 Halls of the Damned: ojgkNVPvqxt  
15 Spawning Vats: H8byjBPNBD  
16 Hell Gate: FGZqjLMMF  
17 Hell Keep: H00007hMhA  
18 Pantheonian: iHPPGryqyq  
19 House of Pain: HYCj2R9iS9Q  
20 Unholy Cathedral: oV8K8iBqzI  
21 Mt. Ferious: HANyqgBPKT  
22 Limbo: aWCt7979  
23 Tower of Babel: HWWyfQmQD  
25 Hell beneath: ojCfLRWq  
26 Perfect Infected: YBd88ERXII

26 Sever the Wicked: ojKBMWjV5  
27 Urraly Fall: HgWnQmQBN  
28 Unto the Cruel: o2GfN4yJ46  
29 Twilight Descends: H2zyymTMF  
30 Threshold of Pain: ReHDPgqA35  
31 Undervails: HoasqLJOLN  
32 The Gauntlet: YQyHACOPCF  
33 The Focus: T7yHACO6C7  
35 The Waste Tunnels: K8YyB8HJD  
36 The Crusher: ojLjHfHFK  
37 Dead Simple: HLDQDyee  
38 Trick and Trap: RTjyWDD1D8  
39 The Pit: HAMM9Gc6qph  
40 Refueling Base: o5gqWF1HMF  
41 O of Destruction: HWWyfQmQD  
42 The Factory: T4M62K25zh  
43 The Infest Den: HTTLCD2yj0V

44 Suburbs: oQy64CkP0F  
45 Tenebents: Fgj2D6B080-4  
46 The Courtyard: oBYBmN0D  
47 The Citadel: HBBMPrvqy0  
48 Minosa: ojVhB11H1B  
49 The Catacombs: HDHQ1QwL8  
50 Bands of Fun: ojY2B14D2Q  
51 Bleeding: HFTGQj3Qp  
52 Abandoned Mates: oWVjyjP07  
53 Monitor Condo: HBBsCjB0R  
54 Redemption Denied: oCWhIQNQ5

### SECRET LEVELS

55 The Military Base: PWTKIGfz  
56 Fortress of Mystery: oYWPQDNT  
57 The Marshes: NALC5GK2h  
58 The Mansion: YOW1Q2QJ5  
59 Club Doom: OFCQq4j9y7

## NBA JAM EXTREME

It gets bigger every time! The list of secret characters in each new NBA Jam game has grown again to ever feel. Seeing as it's not new, and these hidden players and cheats make the game more enjoyable, here's a complete list:

### Small Players with Big Heads

On Big Head Select, press Up, Down, Left, Right, Down, Up, then select Yes.

### Big Feet Mode

Hold Left or Right when leaving Big Head Select.

### Head-in-Orbits Bonus Game

Hold Up+Extreme on all 4 pads when leaving Team Select.

### Marshmallow Toss

Hold Up at end of title sequence, before screen dims.

### Random Team Select

On Team Select, press Up+Turbo.

### Random Player Select

After Random Team, press Up+Turbo again.

### Show fake code message

Hold Start button on Power-up.

These codes must be entered by pressing all the buttons while in the Team Select screen holding them right through to the Venus screen, then pressing the directions listed.

### Mut X Display

Hold Extreme+Shoot, and release on Vi screen.

### Infinite Turbo

Hold Turbo, then press Up, Down, Up, Down, and release Turbo.

### No Turbo Motors

Hold Turbo+Extreme, then press Up, Down, Up, Down, and release buttons.

### Remove Crowd

Hold Extreme+Press Up, and release on Vi screen.

These codes must be entered during the tap-off sequence, while the referee is walking out to throw the ball up.

### Computer Assistance Off

Extreme Turbo, Pass, Pass

### Bench Ball Mode

Pass X2, Turbo Extreme, Turbo X2, X2

### Soccer Ball Mode

Pass X2, Turbo X2, Extreme X2

### Quick Hands Mode

Pass X2, Turbo X2, Extreme X2, Pass X2

### Max IP1 Mode

Pass X2, Extreme, Pass X2

### Legal Contending

Extreme X2, Pass, Extreme X2

### Dead-eye Dick

Turbo X2, Pass, Extreme, Turbo X2

### Super Rainbow Shot

Turbo X2, Pass, Pass, Turbo X2

### Power Punish

Turbo X2, Pass X2, Turbo X2, Pass X2,



**NBA Jam: This time it's in 3D**



**Luxury cheats for this average game.**

### Shawn Kemp?

#### ROOKIE

Lawrence Moten	REG	Jan 17
Chessee Parks		
Bryant Reeves		
Joe Smith		
Kurt Thomas		
Ed O'Bannon		

#### ROOKIE

Jerry Stackhouse	BAP	Aug 17
Cary Trint		
Caris Williamson		
Damon Stoudamire		
Rashard Wallace		
Antonio McDyess		

#### ALL-STARS EAST

Vin Baker	UAH	June 28
Trevell Bundon		
Patrick Ewing		
Penny Hardaway		
Grant Hill		
Aswan Howard		

#### ALL-STARS WEST

Reggie Miller	EST	March 14
Alonzo Mourning		
Seattle Pippen		
Clen Rose		
Aswan Howard		
Patrick Ewing		

#### ACCLAIM

Wesley	DAN	Feb 1
Magic Hail	SET	Dec 8
Samso		
Sequoie	SDR	April 10
Air Nick		
Postal	WAN	June 10

#### ACCLAIM

Mark "Chase" Shaffer	XTL	May 2
Bob "Stroker" Davidson	EAD	Oct 18
Fumogold	GUN	Jan 11
Geoff "Clownau" Higgins	GCH	April 13
Air Dog	SAM	Jan 21
Ice Princess	MDE	Dec 24

#### Celebrity Team

Junior Shaka	JR	June 1
John Elway	WAN	Sept 30
Frank Thomas	EMC	Dec 6
Marv Albert	MAR	Dec 31
Newt Gingrich	NDW	Aug 12
Samso	TRH	June 6

#### SPECIAL SPORTS TEAM

Cheryl Tieppos	SWO	Jan 1
Rebecca Lobo	LDB	July 4
Carol "Elaine" Blazevich	BLZ	March 1
Bob Lanier	LAN	Sept 10
Air Nick	ABN	May 18
George Gervin	ICE	April 27

#### MISFIT

Stinger	MSS	Oct 26
Shamrock	JHD	Aug 26
Diamond Dave	DP	June 29
Chris "Rocky" Stone	JCS	Dec 8
Todd "Cowboy" Mowatt	TVC	Oct 3
Richard "Richie" Setto	RTS	Feb 25

#### ROOKIE

Jason Calley	SCT	Nov 14
Jonathan Daniels		
Lee Phung	LEE	Jan 1
Jason Greenberg	JAY	April 18
Chris Hawkes	COH	Feb 21

#### ALL-STAR WEST

Olyde Dreher	WST	July 12
Sean Dicit		
Shawn Kemp		
Jason Kidd		
Ike Malenko		
John Stockton		

#### ALL-STAR WEST

Dikembe Mutombo	RHM	April 21
Kevin Olyaeju		
Gary Payton		
Mitch Richmond		
David Robinson		
John Stockton		

#### HAPPY TEAM

Prarie Bill	SNL	Feb 2
Mr. Happy	MUT	March 20
Duffy the Clown	GRR	June 19
Three Feet Under	SDG	April 17
Mr. Unhappy	GBM	Nov 3
Dochh	JUH	Jan 26

#### INVISIBLE TEAM

Wta	WHO	Jan 1
Brained	BCS	Jan 1
Monkey Boy	FSP	Nov 2
Howie	BCE	July 10
Jim Jung	JUJ	Dec 19
Huh	CSE	June 25



# TOMB RAIDER GUIDE:

This month sees the second part of our massive Tomb Raider guide which after hours, make that days of strenuous gameplay we are finally pleased to present for your viewing pleasure. It really is quite an amazing game with intricate level design and well thought out puzzles, not to mention Lara in a skimpy vest and hot pants. In fact just watching the scantily clad exploits of Lara Croft is enough to turn any red-blooded male into a hardened games player. It certainly did me anyway. So join me, LEE MUNTER as we journey off to foreign lands and uncover the wonders of Tomb Raider.

Check out Tom's guide coverage by clicking [here](#). If you have to, then click [here](#). You should things pretty damn tough, so do up your heart rates, tighten your spats and prepare for the adventure of a lifetime.



From left: Right left edges around the Red Tan Mission ready bag. The express key in the box. Jump across to the

MTR heading the main road you can then climb the wall. Across to the second corner.



# PART 2



## THE CISTERNS

Lower yourself down the hole killing the rat and pushing the block through to the next room enabling you to activate the lever. Kill the rats, collect the medipack behind the door and drop down to the bridge. Jump to the platforms on the right and edge along the crack, collecting the shotgun ammo along the way until you can pull yourself up to the next platform. Run to the end and find the first rusty key.

Go back along the platform to the save beacon and jump to the balcony on the right. Head off some uninvited adversaries from Riven as you follow the steps and retrieve the ammo and medipacks from the platforms. Step through the hole in the floor and swim through to the next room and climb out. Follow the steps round to the next rusty key. Kill the rats in the next room and slide down the slope to the main room and use the save beacon. Climb up to the platform facing the two doors on the east wall (use the compass) and open the left hand one with the rusty key. Climb onto the ledge behind the door, scare off Riven and kill the apes. Jump from one platform to the next until you reach the end where if you're feeling daring you can jump down to the hole in the wall

and collect the Magnums. Those of us who do not fancy an ice-cream treat can jump over to the crevices and edge along to the room on the right, killing the alligators and using the save beacon.

There is a medi pack around the corner but it is guarded by an alligator and a rat. Quite why the alligator does-

n't eat the rat is beyond me.

Using the ledges and the crevices on the wall negotiate your way to the door at the top and enter it being careful of the spikes. Drop down into the pit and follow the tunnel to the next room where you can activate the lever at the top which you can reach by going from ledge to ledge. This opens the door at the bottom where you'll find the silver key. Return to the main room via the pool in the middle.

Proceed to the balcony room where you first became acquainted with Riven and pull the lever flooding the main room. Find the north facing tunnel in the main room and swim through to the next room and activate the previously inaccessible lever near the surface. Climb out and collect the ammo and medi pack before diving down to the newly opened gate and collecting the second silver key. Pick up the key and another gate opens which takes you back to the main room.

Swim to the right hand door on the east wall and open using the second rusty key. Swim through to collect a medi pack and the gold key. Return to the main room and climb up to the balcony on the north facing wall using the silver key to access the door. Use the ledges to reach the platform above the door and dispense with the ape then use the gold key to access the door. Stay on the platforms to kill the lions before going through the door being careful of the darker ones, some of which collapse. Remove the block at the end of the room next to the lever and throw yourself down the pit.

## SECRETS

- Jump to the balcony from the first save beacon and inside the room you will find on the various ledges and platforms a medipack and some ammo.
- In the water in the main tunnel there are two doors with a narrow tunnel beside. Swim through it to find some magnus clips.
- The magnus are in an alcove on the far wall of the room you opened with the first rusty key. Jump down to it from the last ledge and perform steering jumps forward, right, right, right, right, back and right to reach the secret room.





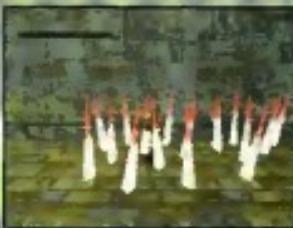
### TOMB OF TIHOCAN

Swim down the tunnel past the first room and sound the siren to the lever. Once activated swim back to the room where you can now climb out and activate another lever to open a door. Kill the alligator and use the platforms to reach the lever at the top which floods the room. Collect the medipack at the bottom and climb onto the floating board and make your exit. Swim down towards the gate and pull the lever reversing the water. Follow the tunnel to the next room, kill the rat and use the ledges to reach the save beacon before taking the diver on the left being careful of the gas which you have triggered. Follow the tunnel and grab on to the ledge and edge across until you can pull yourself up and activate the lever. Go back to the save room and take the other door, scare off Pierre and proceed through the metal gate and swim to the next room. Kill a rat then swim to the next room and kill the lion. Climb onto the block, kill the gorilla then follow the corridor at the end of the room and activate the lever. Climb up to where the gorilla was and jump across the spikes to the crack at the left of the door. Pull yourself up, go into the room and retrieve the medipack and gold key.

Go back to where the lion was and go through the opening in the centre of the room, open the door with the gold key and use the blocks to



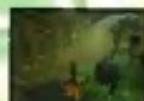
Another confrontation with that French git Pierre. No matter how many bullets you shoot him he just doesn't die. Be patient though, his days are numbered.



cross the room, retrieve the medipack and use the save beacon. In the next room pull the block onto the tile closest to it, kill the two gorillas and collect the items. Pull it to the west tile, go through into the alcove until the boulders have gone and retrieve the medipack and collect the key. Pull the block to the next tile, kill the rats and get the medipack. Push the block east onto the last tile and kill the gorilla and collect the ammo.

Climb onto the block and go through the metal gate, collect the medipack and the key and exit the way you came in. With both keys open the last door then save your game at the save beacon, slide into the water and go to the tile at the

other side, check out and follow the path east to the next room. Use the sloping rock to cross the water, activate the lever, slide into the water and go down the northern tunnel. From here you can see the Tomb, follow the tunnel underneath and activate the lever to the door then save your game. Return back to the Tomb and kill off Pierre with the shotgun, the save beacon will then appear. Go into the bowls and kill Pierre at last and loot his body for the Solar, a key and his magnifying glass. Climb onto the ledge and follow the ammo before taking the gold key in the last. Make your way to the far end of the room and make your exit.



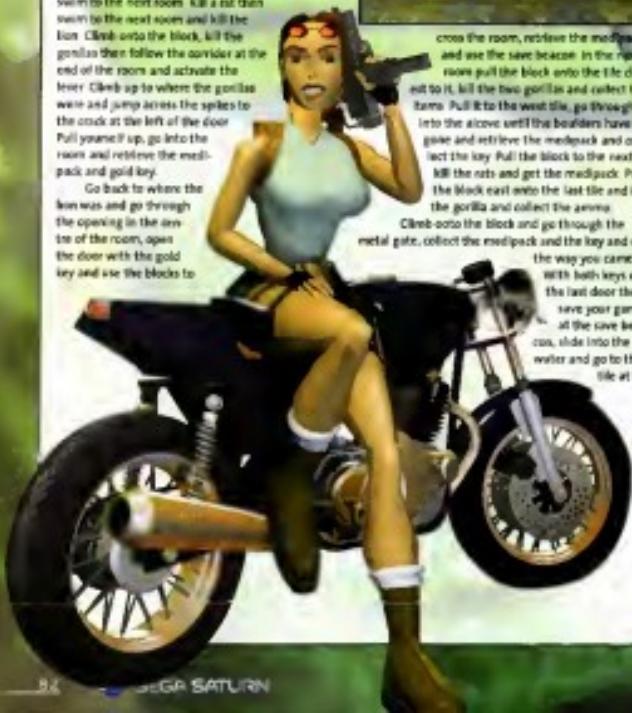
(Left) Jump to the crack to the left of the door to avoid being impaled. (Right) Jump along the blocks to the save.



After finishing the room you should jump back into the water and to the nearby accessible rooms and retrieve the medipack.

### SECRETS

1. Go down the steps past the swinging area and into the room, step on all three tiles to reveal a secret room.
2. From the third save beacon jump onto the right side of the slope and hold the jump button to get to the hidden room avoiding the collapsing floors. Go to the ridge so that Lava's right side is facing the room.





### CITY OF KHAMMON

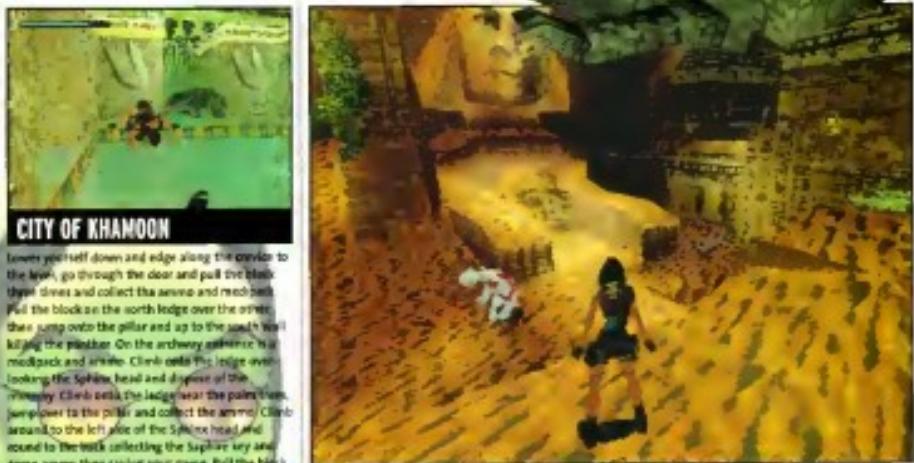
Tower you half down and edge along the crevice to the ledge, go through the door and pull the block there down and collect the ammo and med pack. Pull the block across the north ledge over the water, then jump onto the pillar and up to the south wall killing the panther. On the archway entrance is a medpack and ammo. Climb onto the ledge overlooking the Sphinx head and dispose of the panther. Climb onto the ledge near the palm trees, jump over to the pillar and collect the ammo. Climb around to the left side of the Sphinx head and round to the back collecting the Sapphire key and some ammo then saving your game. Pull the block under the Sphinx head and climb over it to open the door with the gold key. Go down the tunnel and enter the lodge, collecting the medpack and killing the panther before saving your game. Walk your way to the room at the end, killing another panther and dropping to the room on the left killing the alligator. Walk carefully up the ramp triggering the switch, jump inside and into the water in the center. Activate the lever at the end of the tunnel, swim through the door and onto the ledge. Go to the ledge near the gate, push the block twice and climb to the save point. Jump to the ledge below the door, follow the steps to the



The room to the left has an angry panther waiting for you.



This level is very sandy based and features lots of tricky puzzles not to mention loads of those pesky mummies.



Open entering the Sphinx room. It is a good idea to dispose with the money first from your savings point. Then proceed down and retrieve Sapphire key from behind the Sphinx head before removing the block from between its jaws and climb into the room.

tunnel and activate the lever. Return to the save point and pull the block away and then pull it aside along the edge of the water. Jump over the block, push it, make, climb up to the ledge and shoot the mummy, enter the room and trigger the switch. Jump down and move the block to reach the golden ledge. Go up the hole above and activate the switch in the next room. Run toward the going jump onto the far ledge and retrieve the ammo from the right hand ledge. Slide down and pick up the medpack, go to the



Shoot the alligator then use "Run'n'Jump" Acro-style



Although Lars may look as though she is levitating off the ground she is in fact in one of the underwater sections.



A bit of water based puzzle solving has been required in this section by the pest side and posters mostly what to do. Sphinx and over to the green ledge on the left. Go through the door, get the ammo and jump to the save point. Dispose of the panthers, retrieve the ammo and enter the first hallways and collect the medpack. Climb along the ledge at the back of the room to the bridge, follow the path and shoot the mummy in the alcove. Run up the hill to the next room and get the Sapphire key on top of the pillar. Head up the hill, then along the ledges, activate the lever and return to the entrance. Drop down to the the slope and make your exit using the Sapphire key.

### SECRETS

- At the shoulder turn right and go towards the dark hole and climb the ledge to find a hidden room.
- At the green ledge near the sphinx, turn right and proceed as the slope to the highest ledge to find a secret area.
- Near the fourth save point run to the middle of the ledge keeping to the left and perform a running jump to the secret alcove in the corner.





### THE OBELISK OF KAHMOON

In the hallway jump up the left and enter the room with floor pillars and go to the far block and pull it three times. Pull it under the gold door, go in the tunnel and kill the panther. Retrieve the medipack and arrows to the pillar room. Push the far left block aside and get in the water. Swim to the second room, collect the arrows, medipack and Sapphire key and return to the pillar room. Enter the door in the corner with the Sapphire key and climb to the golden door to the save beacon.

Prance up the stairs, kill the monkey and go to the left corner of the room to activate the lever. Take the Eye of Horus, drop to the bridge, pick up the ammo and jump into the water and get the magnum clips. Swim to the surface and enter the hallway, jump up and across the stone ledges to the save beacon. Get to the highest ledge, run up the stairs, go to the plants on the left.



The game is getting pretty tough by now as you can probably tell by the weird stones beginning to appear on Lara's way.



This requires practice jumping as you don't fall to your death.

ground and pull the lever. Walk to the left ledge, drop down and pick up the magnum clips and medipack. Go back to the top of the staircase through the hole then into the alcove. Kill the panther, activate the switch and go through the door collecting more arrows. Go to the main room and up the steps, jump to the ledge on the left and collect more ammo before continuing up to the save point.

Jump to the fenced ledge and collect the Amu at the end of the path. Go back to the ledge, collect the medipack and activate the lever. Go back out through the doors, up the steps and edge along the crevice on the right and drop down to the ridge, walk round and drop down. Go back up the steps and shoot the monkey and activate the switch to lower the bridge. Collect the medipack and go round the corner and pull the lever. Prance down the stairs past the pillars and jump down to the going up to the ledge on the right and enter the doorway next to the green

ridge. Go up the stairs and edge along to the right of the wall and into the large chamber. Use the ledge to get to the save beacon towards the bottom.

Prance down the hallway and activate the lever and return to the masonry room. Drop down and run past the stairs to the ledge and climb up until Lara is shown on the green platform. Cross the bridge and take the stairs then jump to the adjacent bridge to discover the Anubis Seal. Get into the water into the newly opened tunnel collecting the arrows and medipack. Jump to the staircase and drop through the floor to return to the Spinax. Then use the four Heros to make your exit through the last door.



Use the gold key in the gold lock to open the gold door.

### SECRETS

- Find the medipack and ammo in the pillars room by running to the end of the ledge and jumping over to the secret stone.
- After the third bridge has been lowered walk past the pillars and look for the white going on the end of the ledge. Perform a running jump to the secret going and find a medipack and arrows.
- From the top of the pillar above the white going, jump to the going and to the ledge below. Go through the doorway at the green ridge, climb the steps and ridge along to the right of the ledge and pull yourself up to the ledge above. Jump over to the ledge with a column and go into the tunnel to find a medipack and some ammo.

(Above) Find the lever before trying to pass through the door or you'll just hang your head. (Below) Were created to mind.





## THE SANCTUARY OF THE SCION

Grab the Magneto Clips, run up the stepped hill the pyramids then collect the ammo. Grab onto the block in the middle of the room and jump to the chamber above. Run forward and turn right, slide down the slope and shoot the mummy. Grab onto the block next to the bright pillar, turn left and climb up the pillar. Jump backwords. Landing on the highest area, turn, turn around so the wall is to the other side. Turn forward and grab the switch. Turn forward and grab the switch in the wall. Head to the right and drop down, turn right and climb up the three steps. Run across the pillars to find a ledge, grab the switch then walk to the end of the ledge. Jump forward three times and activate the switch below before killing the Sphinx. Head to the left of the switch and jump across to the sand ledge, grab the ammos and turn left, going to the next ledge and take the shield. Walk to the edge and jump up to the ledge above. Grab backwards and grab onto the edge, then drop to the ledge below. Turn around and jump to the sandy ledge, drop backwards and grab onto the edge. Drop down over the slope and grab onto the edge. Turn down over the slope and grab onto the end, now you can fall onto the ground to safety. Run between the Sphinx's arms and grab the ammo, go around the Sphinx and climb on to the stepped block to the right then jump across to the opposite block. Jump up and pull yourself up to the ledge. Run forward and jump onto the pillar, turn left and leap across to the higher pillar. Climb up the ledge and use the save beacon. Run past the silver and grab the midpack, continue along the path and jump across to the switch. Kill the Flying monster, then return to the pillar below the carved platform and climb on top of it. Turn so that Lara's facing the corner of the room and jump over the next pillar onto the slope below and slide down to the Sphinx. Run along the left side of the Sphinx and enter the passage, collect more ammo and



She's been delayed by the tranquil palm tree setting of this level.



This lava is hot to touch. In fact when it's on fire, take a look.



These creatures damage poor healthy lot to kill them quickly



Rather than just lay down and sit they explode instead

enter the hallway to the left:

Go over to the slope, turn around and hop backwards to slide down, grab the ledge at the end of the slope and edge left, drop onto the ledge and collect the ammos. Run the wall and climb up the ledges to the top, slide down and drop into the water. Turn to the bottom and collect the gold key, swim towards the statue in the corner and climb up out. Turn left and return to the top of the stairs, slide down the slope facing forwards and jump when Lara reaches the end. Grab the ledge and pull yourself up, turn right and use the gold key to open the door. Kill the centaur and grab the midpack at the first Ankh on the alter and use the save beacon.

Jump off the bridge into the water, gallop back to the stairs and climb all the way down. Leap into the water and climb up the stairs in the corner, follow the hallway back outside and return to the small ledge next to the bright pillar. Turn left, climb the pillar and jump backwards to land on the highest column. Jump up to the thin ledge, with forward and collect the magneto clips below. Leap forward and continue along the sandy ledge. When a wall is reached turn a little to the left and leap onto the ledge. Go to the end of the ridge, jump up to the ledge above, turn left climb up and jump across to the rocky ledge. Follow the path and climb all the way up to find the save beacon.

Run into the hallway, turn right and push the block forward, then run around to the other side. Climb up the block to the ledge above, if in the save beacon, then collect the midpack and a second Ankh. Run back outside, turn right and slide down the slope turn left and jump on the Sphinx's back, shoot the mummy then climb up to the top of the head. Use the first of your Ankh's then climb down to the front and use the second Ankh. New save your position.

From the fourth save beacon, climb back to the top Ankh symbol and turn left. Walk across the side of the head until you can go no further. Look down

and find the ammos that appears to float in mid-air, jump over to it onto an invisible platform. Walk to the edge and leap across to the cliff ledge, turn around and shoot the two flying demons, then drop to the ground. Enter the door between the Sphinx arms and jump into the water. Grab the ammos under the water, then swim down the right foot of the statue. Enter the tunnel and pull the switch, then surface and climb out. Climb onto the lower pillar, jump across to the second column, turn right and jump to the lowest step. Run up the staircase and slide down into a cave and save your position.

From the fifth save beacon shoot the flying insects then face the stone head on the left and drop down to the ledge. Turn around, leap across to the ledge by the base of the head, drop down to the ledge below then face left and slide down to the bottom, turn and dive into the water. Dive out of the water onto the front of the statue to the right and pull the lever. Dive into the water and swim into the tunnel between the statues feet. Climb out of the water at the end, run up the long winding path and take the ammos. Continue on and grab the Scarab, walk into the entrance door and shoot the two mantises and the centaurs, use the Scarab on the ledges in the corner to open the gate. Take the midpack and ammos, run down the stairs and climb up through the hole to enter the solar rooms and kill that pesky Larson.

## SECRETS

- Climb back to the top Ankh symbol from the fourth save beacon then turn to the left and walk forward across the side of the head. Jump over to the floating ammos where you'll find an invisible platform enabling you to retrieve the USL.



By now you should have obtained plenty of ammos enabling you to gun down the mutated creatures.



# EXHUMED TIPS

Lobotomy's *Exhumed* is a hugely underrated first-person perspective shooter that combines traditional corridor blasting action with an adventure based non-linear level structure. It's also loaded with secrets. In fact, the first time you complete the game, your real quest has just begun. Listed here are some tactics, along with the location of all 23 dolls. Remember, don't start looking for the dolls until you have all the artifacts. So, who do we have to thank for these tips? Try DANIEL JEVONS, who originally wrote this very feature for the American mag, *MegaFan*.

## TOMB OF RAMSES

### 1. JOHN SCHWAB

Move a hole in the wall as you are riding down the first elevator you come to (facing north) to open a hidden passage. Look for a slightly out-of-place brick.

### 2. KEVIN CHUNG

Look for a chamber with 4 pillars. Blow open the top of the northwest pillar. Look for a different texture, and back-heist up to the doll.



## WEAPON #1 MACHETE

Your starter weapon that never runs out. It's the best tool against all but the weakest foes, and should only be used either a) underwater or b) when you're just picked up a purple super weapon power-up.  
**BEST VS: PIRANHA**



## WEAPON #2 PISTOL

The first weapon you find gives an excellent shot-to-weapon energy ratio, and is good for dealing with one hit enemies like spiders and birds. Unfortunately it's pretty in-effective against more than one enemy at a time.  
**BEST VS: SPIDER, BIRD, MUTANT WASP, ANUBIS GUARD**



## WEAPON #3 M-60

The M-60 should be your staple weapon. It cleaves a mess of lesser enemies in seconds and can kill Anubis Guards, Monomies and even Lava Kittens. Ammo consumption is a problem though.  
**BEST VS: SPIDER, BIRD, MUTANT WASP, ANUBIS GUARD**



## WEAPON #4 AK-47 HOME

On top of its decent shooting prowess, the Ak-47 Home is a powerful long range weapon, provided you can master the art of angled throwin'. It can also be used underwater, which adds to this weapon's usefulness.  
**BEST VS: PIRANHA, LAVA BEAST**



**KARNAK****3. EZRA GOES BACK**

In the electric crypt you jump from the water-pool area (at the top) onto the arched entrance away to the area (there are a couple of pots there). This opens a secret door to open just around the corner. Invade it and get the shell.

**4. MARK COATES**

Throw a bomb at the rockface ABOVE the waterfall near the exit to Amun Mines to open a secret area. Once in the area use another bomb to open a vertical passage in the right-hand wall.

**KARNAK SANCTUARY****5. PAUL LANGE**

On the swing trench, on the bridge where there is a full sunara and full health you will see a slight indent in the overhang. Blow open a hole in the wall on the OPPOSITE SIDE of the indent (i.e. behind #3) to reveal the shell.

**WEAPON #5****FLAME THROWER**

The ultimate close range weapon. The flame thrower stops any enemy in its tracks and keeps them pinned till death. Good against bosses. Consumes energy though.

BEST VS. MUMMY, GLOW BITCH, KILMAAT GUARD

**WEAPON #6****COBRA STAFF**

Kahneman's socket launcher! Except this one has no tail! Unfortunately, the cobras aren't very damaging. It often misses and can hurt you at close range. Still it can be used underwater, so it does have its uses.

BEST VS. SPIDER, PIRANHA

**WEAPON #7****RING OF FIRE**

A brilliant short range weapon, simply because of its rapid rate of fire and wide spread coverage. Best used for encounters when you find yourself outnumbered.

BEST VS. MUTANT WARD, LION BITCH, LAVA BEAST, KILMAAT GUARD

**SOBEK PASS****6. PAT SCHREIBER**

Now open a hole in the pillar you must jump onto to get the key. The hole is on the southern face about half way down.

**7. TOM BRISTENSEN**

Near the start of the level there is a small brown ledge high on a cliff face. Stand on this ledge and point north. Invade over to the wall you are facing and blow open a secret chamber near the top of the wall. If that sounds a bit tough to follow, just look at the picture sequence below and you should easily get the picture.

**WEAPON #8****MARACLE**

Kahneman's RPG. Keep the button held down to charge it more powerful shot, then let her rip. The Maracle fires up to four streams of electric death, which kill in.

BEST VS. MUTANT FLY, LION BITCH, LAVA BEAST, KILMAAT GUARD



## SOBEK MOUNTAIN SHRINE

**B. JEFF BLAADER**

In the outside lava trench with the four floating platforms, levitate underneath the western most platform [using the indent in the wall] and throw a bomb directly down to blow open a secret passageway.



## AMUN MINES

**R. SCOTT BRUNSTON**

In the room where you pick up the Amun Bomb, there is a garish blob texture on the ceiling. Throw a bomb at it and bomb-boom up.



## SET PALACE

**T.D. WILLIAM YAHIEES**

Stand below the bridge over the lava river. Blow a hole in underneath of the bridge, levitate out over the lava and bomb-boom up. Simple!



Bomb boombing is an essential technique, both for destroying enemies and for adding to your invincibility powers.



Look at these pictures. It really is hard to believe that the Saturn is producing these visuals. But it is! And best of all, the programmers are inventing Duke Nukem 3D to Saturn! Beyond There is a God!

## ESSENTIAL TECHNIQUES

These are techniques that will aid you in your quest. Learning these little tactics is absolutely essential to completing the school game before the quest for the Team Dolls can begin.

### LOOKING

Proper use of the "LOOK" button is absolutely crucial to Enhanced. You should get used to using it for throwing Amun bombs, checking your footing for jumps, shooting

your height when negotiating a lava bomb field, and last but not least, climbing vertical walls.

### SHOOTING

The Snake Palace is one of the toughest levels in the game, but there is a way to make it easier. When crouching, instead of just holding down the jump button, try tapping it rhythmically to move faster. Also, any damage you take underwater causes all your stra-

mber as well as your health. Likewise, any health you pick up gives you slightly more air.

### BOMB BOOM!

By throwing a fully charged Amun bomb directly at your feet, you will take damage, but also be propelled higher than a standard jump. If you jump up and levitate first (using Heros' Feature) you can go even higher. You have to do this to complete Kilman Colony.

### CLIMBING

Using the same principle as the Bomb Boom, when levitating in the air move to the nearest wall and push into it. Angle your view diagonally downwards towards the wall, and use either the Cyclic Shift or a charged Amun Bomb to propel yourself up the wall. Keep pushing into the walls as you rise and you can scale a vertical wall. A cutting technique, for sure.

**SET ARENA****11. ERIC KRONSTAD**

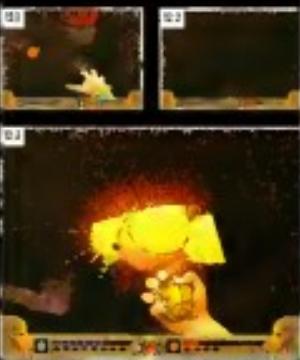
Throw a bomb against either of the two large pillars in the lava pit which have a full health/mana power-up on them. There is a doll at the bottom. Now you're about half-way through the doll collection procedure.

**NILE GORGE****13. RICHARD NICHOLS**

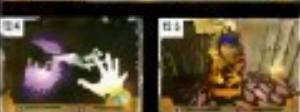
Jump over the lava-tube canal (this takes you to the Thoth Treasure Reliquary) and bomb the wall. Get's the doll from the upside-down screen. Are LokoLoko trying to tap something about Mr. Nichols?

**CAVERN OF PERIL****12. PHIL SCHREIBER**

Just past the chains where there are four swags and a wall shooter that blows open a doorway on the opposite side of the chains, there is a chamber with a khanda texture on the ceiling in one corner. Blow it open, and the doll should be yours.

**THOTH TREASURE RELIQUARY****14. DAVID LAWSON - 15. JOE KRESQOU**

Throw a bomb on the pedestal where you collect the protective amulets and drop down inside to collect the David Lawson doll. Now turn around and break the opposite wall (with the decorative mural). Bomb again to reveal another secret area and another doll.





## PLAYERS GUIDE

### HEXET MARSH

16. PAUL HAUGEN

In one of the donut shaped areas (with a fenced grating at the top of the outside wall) simply bomb-boost up to the top of the pillar to collect another doll.



### SELKIS PATH

17. KURT PEIFER

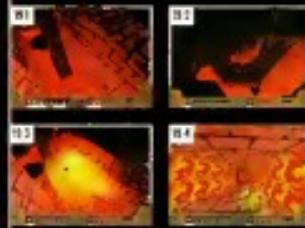
As you approach the end of the level and reach the last green platform before the canal area, bomb-boost up to the top of the chamber to locate a secret passage with a doll at the end.



### SELKIS BURROW

18. TROY JACOBSEN

Walk to the exit at the bottom of the spiral staircase where you start. Now turn around and bomb the wall directly behind you, to the right of the grey wall. Hit the switch to lower the highest stairs, and blow out the revealed wall. Hit the next switch to lower another stair, blow out that wall and follow the passage.



### MAGMA FIELDS

19. DOMINICK NEISNER

In the large room with the spiral bridge and a tall health there is a stalagmite. Bomb the base of the bridge on one side of the stalagmite to reveal a passage. Hit the switch and drop down to collect the doll.

Don't climb the tall now - you've almost got all of the dolls and soon the rewards shall be yours. Yours Truly Akakukachakala!



## HORUS PEAK

**2D: PAUL KNOTZEN**

After standing across the series of swinging platforms you end up on the floor of two floating platforms, pointing towards a level. Now an opening in the side of the level fall near the top, and levitate in the long the slot.



## CANYONS OF CHAOS

**2D: JOHN DRESEN • 2D: JOHN YUILL**

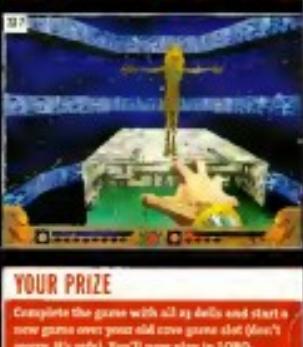
At the start of the stage jump and levitate straight ahead. Follow the path round till you reach an overhang. Separate under it and as you come out, turn around and bomb the patchy terrain. Enter the passage and follow it till you reach a dead end. Bomb the ceiling to reveal another passage and climb up. Negotiate the laser maze (a bitch) and two dolls are yours.



## KILMAAT BOSS STAGE

**2D: BRIAN McEWELLY**

There is an invisible walkway directly beneath the walkway leading to King Kameo's body in the many invasions chambers. Drop down onto the walkway (tricky), collect the Indian doll then head towards the stage. Use your map to see where the track's walkway ends and jump onto the lowest ring. Now bomb it up two ring levels and jump onto the manay. Take practice!



## YOUR PRIZE

Complete the game with all 12 dolls and start a new game over your old save game slot (don't worry, it's safe). You'll now play in 2080-FLIGHT MODE. You'd probably, can breathe underwater and all your gear operates at super speed. Now return to the main title screen for a new option - Death Track model choices of SEGA SATURN MAGAZINE will remember Lohberney talking about this in the interview conducted in issue #4. Yes, they actually included it in the finished Enhanced game! A note of warning though from Dan Jensen, who compiled this game, it's confirmed that Death Track is to the American version of Enhanced and is probably in the UK version, but we can't be 100% sure. But it should be.

# COIN-OPERATED

AM2's latest driving game is soon to hit British arcades, having been a major hit at the recent trade-only ATEI coin-op exhibition in London. SEGA SATURN MAGAZINE checked out this awesome-looking game.

**D**espite rumours and speculation about the power of rival companies' arcade technology, it appears obvious that Sega remain in a league of their own with their latest coin-op board - Model 3. Mexico and Korea have threatened to steal Sega's thunder with their own technology and yet nothing has happened. Mexico in particular disappointing with Tekken 3 - nowhere in the same league as Model 3, despite the name!

AM2 continue to set the pace with Speed Race the second of their Model 3 arcade games after the board's stunning debut in the unforgettable Virtua Fighter 3. If the name is unfamiliar you should be aware that the game's project title was SuperCar - a game we previewed in the introducing... section of SEGA SATURN MAGAZINE a couple of issues ago. Well, the name may have changed but the rest of the facts remain valid. Speed Race is the semi-official sequel to the epoch-making Daytona USA, only it's bigger and

## SEAD RACE

better in just about every conceivable way.

The question has to be 'what next from AM2 using that spectacular technology?' Well, the smart money would have to be on Virtua Cup 3. Just imagine what AM2 could achieve with this technology with the shooting game genre!

In Coin Operated we usually reserve space for games that are bound to appear on the Sega Saturn at some point in the future. Obviously with a game as advanced as Speed Race, we can't be sure seeing as the Model 3 hardware is so monumentally more powerful than the snazzy old Saturn. However,

since Virtua Fighter 3 is seemingly bound to appear on the Saturn using a 3D accelerator of some description, the smart money would be on a Sead Race conversion appearing mid-way in 1998. Still, this is just conjecture from over-excited members of the SMM team! We've still got Sega Touring Car Championship to look forward to on the Saturn before we hear any talk of Sead Race appearing for the home machine. Still, everyone should have a dream eh readers?

### FOUR COURSES

Daytona USA only had three different courses, well that number has been upped in Sead Race with four different tracks now on offer. In Daytona these tracks were easily remembered as being of easy, medium or hard difficulty. Things are a bit more complicated in Sead Race - but not that much. Instead of having just the one easy course, Sead Race has two shorter courses to choose from.

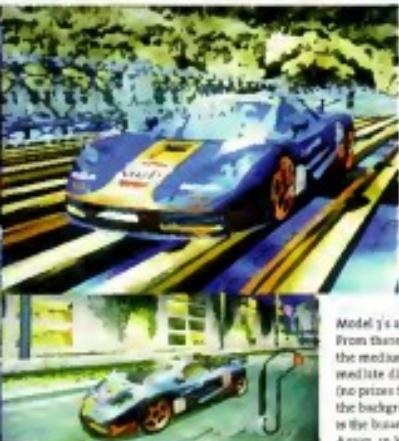
Dolphin Tunnel is the name of the first beginner course and this is set in daylight. The second track, Twilight Airport, is also set at an easy difficulty level, but is set at night to make things just a tad more difficult (and show off more of the Model 3's awesome graphical capabilities).

From there we move onto the familiar realms of the medium and tough difficulty levels. The intermediate difficulty track is known as Mystery Run (no prizes for guessing what you'll find in some of the background scenery here) and the expert track is the horribly monikered Classic Castle.

Again, in keeping with what has been established in Daytona USA, the more difficult the track, the longer it is, and conversely, the amount of laps you need to complete is lower.



The graphical effects of the Model 3 board allow for some of the most spectacular background scenery ever seen in a video game ever. And the real cars, like the Dodge Viper, are as cool



All of the cars look amazing, with stunning reflective metal-work. Answer us honestly, does the McLaren F1 look that much better in real life? Well?



COLT-OPERATION



STARWARS



© 1995 Lucasfilm Ltd.



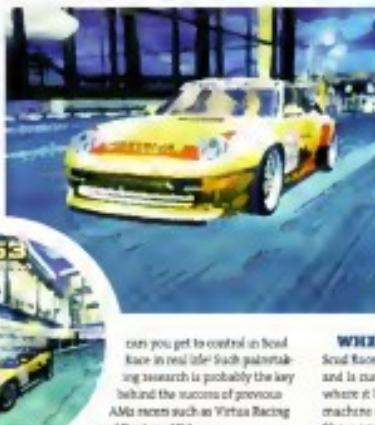
### **AWESOME DETAILS**

Take a look at the screenshots to witness the sheer detail on these tracks. If you thought Daytona had a lot to appreciate, you'll really get a kick out of what Model 3 has enabled AM3 to achieve. The effects are (mainly) stunning; look out for the little bits of detail that really give each racecar character. On one of the tracks, there is even an enormous fish tank with small individual fish swimming around inside!

With the rendering power of Model 3 at AM3's disposal, even the textures themselves look stunning. Zoom in close to the texture mapping and you get no pixelation whatsoever... and just look at how the lights reflect off the bodywork of each of the SuperCars. Not only that, but you can see the fully detailed drivers inside each of the cars, complete with some decent animation depending on what's happening to the car. It's a revelation, mate!

### **REALISM IS THE KEY**

Once again, AM3 have triumphed in creating reality with excellent gameplay. And it's features a normal mode which is sufficient fun to use and features awesome feedback effects in the chair and the steering wheel. However, since the AM3 guys have concentrated on real cars, they have made sure that a great sense of realism is inherent in the game. During the test phase, key members of the team raced the final



cars you get to control in *Real Race* in real life! Such painstaking research is probably the key behind the success of previous AM3 racers such as *Virtua Racing* and *Daytona USA*.

Put simply, the graphical extremes that

Model 3 provides, combined with the attention to detail that AM3 are famous for has created what must be one of the most exciting, playable racing games ever! Truly this game does play as well as it looks. Which is no mean feat.

### **VR VIEWS**

All of AM3's driving games since *Virtua Racing* have featured the ability to choose your viewpoint. *Sega Race* continues this fine tradition and this facility works in pretty much the same way as *Daytona USA*. The first two perspectives are inside-car views. Like Daytona, they consist of either a bumper's-eye view [so to speak] or an internal dashboard/steering wheel view. What is pretty cool about the latter is that you can choose a centred-up perspective like Daytona, or instead shift to the left behind the wheel, which allows the view to be in real-life!

In addition to this in-car action, you also get to choose from two out-of-vehicle perspectives. Like Daytona, this centres around a close-on view of your car or around a swept-back chase helicopter-style view situated behind and above your motor.



### **WHEN'S IT OUT?**

*Sega Race* has already had a limited release in Japan and is currently on test in one location in the US, where it became the fastest growing arcade machine of all time. After the preview at the AT&T show, we can expect a similar test to occur in the UK before the full on release [which will probably be around March time].

Look out for *Sega Race* to appear first in the major London arcades such as Segaworld and the Trocadero. It will be interesting to see how much the arcades will charge for such a monumentally impressive game.



Some of the world's fastest production motor vehicles are included for use in the new AM3 driving game *Sega Race*. AM3 have done their customary research into the subject matter, driving the Ferrari F40, McLaren F1, Porsche 911 and Dodge Viper at special-race tracks. They did this in order to make sure that *Sega Race* captures the raw power of these awesome machines. As you would expect from a road racer from the likes of the masters, *Sega Race* did not disappoint. AM3 have harnessed the power of their new board and combined it with everything learned from developing classics like *Daytona USA*.

COIN-OPERATED



Sega has recently gone on tour in key locations in the United States and Japan (and expect it to show up at SegatWorld in the not-so-distant future). At the US sites, it became the fastest-moving arcade game EVER. Either the game's invincible, or the arcade was changing a fortune to play it. Probably both, actually. Regardless, you know that when a new AM2 driving game comes out, it will be business - and with Model 2 power, it's just a revelation!



## THE SUPERCARS

### SUPERCAR #1: FERRARI F40

When it was first unveiled in 1987, the Ferrari F40 was the fastest street-legal motocar in the world, being capable of speeds in excess of 180 miles per hour. In fact, the highest speed recorded by this incredible piece of engineering is 200 mph. The other really notable thing about the F40 is that only 40 of them were ever made, being said to a celebration of years of Ferrari engineering. That being the case, they are extremely valuable. This car has recently been imitated by the new Ferrari F50, which looks very similar indeed. Although it probably goes even faster.

### SUPERCAR #2: DODGE VIPER

Visit California and you'll find that this immensely impressive digitator is also immensely popular. Vipers are almost everywhere (in Los Angeles). Capable of speeds around the 180 miles per hour mark, the production car is one impressive piece of kit, looking bloody awesome. The Dodge Viper is also a fairly cheap example of the supercar, being available for between \$40,000 and \$60,000 depending on the model - far less than the \$100,000 a Ferrari F40 would have set you back. Wish there was left to buy them in.

### SUPERCAR #3: McLAREN F1

Stretching the title away from Ferrari as the fastest production car in existence, you might recognise the McLaren F1 as the culmination of the company's Formula One technology, contained inside the sleek lines of a street-legal SuperCar. Capable of speeds in excess of 200 miles per hour (provided you have a very long road indeed), this is currently the car of choice for the sports-car community. It looks totally sensational and the load times roll up to probably the closest you'll ever get to dating use.

### SUPERCAR #4: PORSCHE 911

One of the oldest bona fide Supercars in existence,

the Porsche ga  
ain't really  
changed that much  
in shape since its  
debut in the early seven-  
ties. However, Porsche has  
been constantly refining its performance and it is  
as renowned for its smart acceleration and handling as it is for its impressive top speed. Probably  
about as controllable as the Dodge Viper and a lot  
easier to get to go with than the F1 and the F40  
(just not as fast, that's all).

# OUT NOW

## BUG TOO!

BY SEAN SMITH

After being first revealed at the E3 convention last year in Los Angeles, the sequel Saturn game on the streets finally gets to sample the latest installment in Bug! excitement from the much-feted Sega Away Team. Any one expecting any great departure from the first Bug! is in for a disappointment as the sequel follows much the same route. If you got a whole lot bigger and more employable. The lack of variety levelled at the first game has been sorted out and the range of tasks for bug! and his pal to wade through is



pretty impressive.

However the first game really suffered because it became very frustrating play. Enemies would leap on screen at phenomenal velocities, making the game more a test of memory than of skill. And that's the main problem with the sequel too. A

fact which is bound to put the same people off this game as it did for the first Bug!

Saturn players are pretty few and far between, but the game has come or leaps and bounds (because the purr) and we should have expected a bit more from Bug! Too!

## DOOM

BY GUY TAYLOR

One of the most awaited of Saturn games has swiftly become one of the most reviled in the sector weeks that it has been on sale. It software revolutionised gaming with their amazing



comparative blast em' up and just about every conversion (even the 3D one) has managed to retch in the brilliant game play of the PC original.

Unfortunately UK coders Rage Software are behind an abhorrent Doom rip-off on a smooth 3D update to maintain its game balance and

## SONIC 3D BLAST

BY SEGA (449.95 £27)

After the demise of Sonic X Force, Sega desperately needed a Sonic game for the Saturn. Enter Sonic 3D Blast, a game which is basically an enhanced version of the excellent Megadrive title Sonic 3D: Flickies Island. In a break from Sonic tradition, 3D Blast is set in an interesting game play arena. Sonic's task is to collect the usual rings along with Flickies (little birds) which he leads to safety. Highlight of the game is the full 3D special stage - an enhanced version of Sonic 3's brilliant sub-game. It's no surprise that this is the best bit of 3D Blast is the only aspect of the title coded by Sega of Japan's Sonic Team.

And maybe that's the problem. 3D Blast was brilliant on the Megadrive, but when it comes to Sega Saturn you can't help but want a game that stretches the machine to the limits of its capabilities - just as the original Sonic games did for the 16-bit Sega system. You just can't get away from the fact that although very playable, you should be getting a whole lot more from a Sonic title.

The bottom line is that Sonic 3D Blast is an enjoyable enough game, but "enjoyable enough" isn't quite the same as "epoch-making" - a phrase synonymous with true Sonic Team products.



playability - which have been shot completely out of the window with the most jerky 3D display ever seen in a Saturn game of this genre.

Enemies like "The Saturn isn't up to it" are clearly rubbish after Alien Trilogy and especially Enhanced, which is 30% smoother than PlayItNow's Doom with far superior lighting effects. What is clear is that Rage and GT have let Saturn gamers down badly with a horrible, incomprehensible rendering of a gurning classic, which should be avenged at all costs.

ugly punishment when the camera zooms in on the players. Which is quite a let.

The visuals could be forgiven if the game was good and although it's not an affront, it's hardly the instigational exercise that Madden's is in fact an enormous great chart is provided to tell you what statistics do what action in what circumstances. Madden. Not good.

This country isn't exactly decked out with American Football fanatics and unlike Madden, this is unlikely to convert you

## DARK SAVIOR

BY SEGA (44.95 £26)

From our research (and indeed the sheer number of phone calls we get here at 35M Central), it's obvious that a great many Saturn owners get a lot of enjoyment out of role-playing games.

Clinch's Dark Savior is probably the best adventure game available on any 32-bit system and it's out now, hence the special Game of the Month status for this excellent title.

Imagine LandStalker on the Megadrive. Give this game a true 3D engine with scenery displayed using texture-mapped polygons and you have some idea of the basic system Dark Savior employs. Add in a brilliant combat system combined with an arousing and detailed plot line and you have an essential adventure game. Dark Savior succeeds on a multitude of levels. The adventure itself is deep and compelling and the user interface is easy to understand and get the most out of - there's even useful compatibility with the NINTENDO part. Also of note is the Parallel system.

Depending on how you handle the first scenario of the game you're teleported to one of five different quests, and these in themselves change according to your performance, making for a vast amount of variability in this brilliant game. Game of the Month for sure, this is just great!



## QUARTERBACK CLUB 97

BY ACCOLADE (54.95 £39)

Accolade have updated their American football simulation game just in time for Christmas - which unfortunately is exactly the same time that Electronic Arts have chosen for the Saturn re-release of John Madden Football II.

This new Quarterback Club isn't really a bad game. It's just that in every aspect (bar the recreations of famous games), it's totally outgunned by the UK effort. Quarterback Club's graphics in particular stand out as being poor with a jerky display, horrible R&B borders and some hugely



## NBA JAM EXTREME

BY ACCOLADE (54.95 £39)

Accolade are no doubt encouraging you to "Slam in the Jam" with this new 3D edition of the much vaunted NBA Jam series - hardly a recommended activity of this "Extreme" version is the best Accolade can do.

In terms of what this offers over the previous version, the answer has to be simply "more". In addition to the common organ garden Turbo button, there is also an "Extreme" button which helps open up over 30 new techniques added into this version of the game. Making the whole shenanigan look a bit



more robotics at the 3D viewpoint which allows for some nice camera angle tricks which obviously better the simple left-right swiveling of the last version.

However this new 3D business comes at a price. Whereas the old game was very smooth instead, Extreme isn't quite jetty in fact, and this does detract somewhat from the playability it also looks a bit rough, to be honest. The sprite-based players looking a bit lumpy overlaid over low-resolution texture maps. Not bad, but Extreme is likely to find favour with item devotees simply because the hidden items (the best aspect of previous items) have been added on extensively but in terms of raw playability this is pretty far off "between".

## TOSHINDEN URA

BY JAMES SMITH

One of the great mysteries of the world has to be the popularity of the Toshinden series. Like most of life's disasters, this can be placed squarely on the shoulders of PlayStation owners who were visually taken in by the flashy visuals of the original.

The thing is when it comes to gameplay Toshinden, in any of its guises both on PlayStation and Saturn, just doesn't cut the mustard. This new Saturn version looks like the best Toshinden yet, making generous use of the



Saturn's high resolution mode. The characters have also been redesigned (no more net curtain clothing as opposed to PlayStation transmogrification) to look less embarrassing.

But getting back to the gameplay Toshinden's lack of moves and strategies makes this a poor substitute for the likes of Fighting Vipers and especially Virtua Fighter 2. And with fighting Megadrive en route to UK shops Toshinden URA becomes a release spectacularly without point.

## TEMPEST 2000

BY INTERVIEWER 91/100

Just about the only reason to own an Atari Jaguar (in addition to getting a better version of Doom than the Saturn) is Jeff Minter's awesome playability festival Tempest 2000.

So what if the original coin op is around 15 years old? With the Master audio visual treatise Tempest 2000



is just as fresh as ever it was remaining one of the best games of all-time. And this Saturn version is almost identical. The thing is... almost! on it really good enough. Small portions of playability aren't as they should be; small bits have been changed and even the music isn't as good as the Jaguar version (not since the Jag version was on cartridge as opposed to the Saturn's CD power.)

Don't get us wrong, Tempest 2000 is still a great game and at this price it's very inexpensive indeed. It just isn't as close a conversion as we hoped it would be. It's also doubly ironic taking to see the PlayStation version being markedly superior.

## BATMAN FOREVER

BY ROB COWAN 129/91/120

Kind of creeping into the shops before any review copy arrived Batman Forever The Arcade Game is actually a conversion

of Acclaim's very own little known romp. And it's just not very good really. Taking control of the caped crusader and Robin the lippy hostage one or two player take part in this game which whilst described as being like Final Fight with more power ups. And less playability.

Not that it's much vaunted motion capture system only looks impressive on the dialight select screen. In the game proper the visuals are horribly flicky and unconvincing. The same digitized look as in Mortal Kombat appears to be the order of the day, but these sprites just don't take kindly to sprite-scaling. The visuals are matched by the poor quality gameplay. The power ups are impressive and the backgrounds repetitive. With Guardian Heroes already on the shelves and Die Hard Arcade out any day now, there's very little reason to even contemplate Batman Forever.

So don't



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# Introducing... SHINING THE HOLY ARK

In the village here, our heroes are taking a bit of a rest. In the church, as you can see the actual Shining game interface remains pretty much the same.



Judging by the sheer amounts of lattice and phone calls the hapless SEGA SATURN MAGAZINE staff have had to endure from shock gamemasters, it would appear that Shining Wisdom is one of your most favorite of games. Now SSM is proud to reveal the all-new sequel right here on this page!

So what's old and what's new? Definitely fitting into the former category is the control system. The excellent user system employed since the original Megamizer game, Shining and the Darkness, remains in full effect and makes Shining the Holy Ark just as easy to get into as the other classics in the field.

What's new should be clear to see from the myriad screenshots dotted around the page: just about everything is now in three dimensions, making this adventure look a whole lot more special than previous Shining epics. Although not quite in the same league as say, a driving game like Sega Rally, Shining the Holy Ark does look very nice indeed. In fact, the rendered 3D villages and mountain sides look great. Definition is lost when you enter a caves system or a forest, but overall, the effect is of one great looking adventure.

SEGA SATURN MAGAZINE has just taken delivery of a final Japanese version of the game and has spent a few hours bawling away at it, despite the Japanese text (hey, it didn't stop us finishing Dark Savior!). The emphasis of the game remains on combat, which is no bad thing. Shining games have always been great fighting feasts and Shining the Holy Ark is no exception.

Overall then, this is definitely one game to look out for. And it'll be getting a UK release. More details in a forthcoming issue.

Shining the Holy Ark is very similar in concept and execution to the previous Shining games, which is no bad thing. However, the big difference concerns the graphics, which are now utilizing textured polygons in strategic areas, providing a visually superior role-playing experience. Marvelous.



Here you can see the highly detailed 3D areas that Shining the Holy Ark contains. This is notable a more linear system (which is pictured above), and is graphically lovely. The place to check up is at the nearby village, which again is rendered in more shading. Yep, this game is cool all right.

Here we see our heroes suffering under a magical attack. From a bat, no less. Actually, there's tons of cool combat in Shining the Holy Ark, just like in the previous game.

## NEXT MONTH...

It's Manx TT to the max in the next issue! We have the first full review of this potentially ace biking game along with a brilliant showcase! Expect the best! Also we should be getting the first Resident Evil Saturn shots! The much vaunted Touring Car Championship interview might actually happen in time for the next issue and RPG fans should get a big kick out of our brilliant Dark Savior guide! Come on... it's SSM. You know the next issue will be ADE!

SEGA SATURN MAGAZINE, APRIL ISSUE, OUT 15 MARCH, PRICE £2.75.



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In my view, SEGA SATURN MAGAZINE is the greatest monthly publication in the world and I want you - yes YOU - to put it aside for me on a monthly basis, in case they're all stolen. Or bought. Or absolutely aliens or something.

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# NBA JAM EXTREME



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Boomshakalaka! Don't look down!

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